by Robert J. Kuntz

Greetings my fellow D&D'ers! This is a first for both me and you; namely, a column (regular, I hope) dealing with *Dungeons and Dragons.* The growing need for such a column has been long existent and, I might add (being a Dungeon Master myself), long overdue. I hope to do many things in this column and you can help by first filling out, or in some way answering the questionnaire at the end of this column, and secondly by wishing me luck and giving me as much cooperation as is D &D'ingly possible. Now to the progress of D&D as of late . . .

TSR's latest project to date is the *MONSTER MANUAL.* As I write this the printers are having their difficulties with it but it should be around shortly. The *MONSTER MANUAL,* as conceived by Gary Gygax with stupendous art by David Sutherland, David Trampier, and Tom Wham with extensive editing from the 'boys' at TSR, will be this company's greatest achievement since *Empire of the Petal Throne.* Listing all monsters alphabetically, the author includes those that appeared originally in D&D, its supplements, those from the old Strategic Review as well as *The Dragon* and those that he has added to round out this truly extensive work. The artists have added immensely to it and most explanations are followed by an illustration. Its arrangement is such as to make finding a monster, finding out all about it, and in most cases what it looks like that much easier and fun to boot!

More news is that Brian Blume is involved on an outdoor map for D&D. For those of you that might not know, Brian is an accredited author and did all of the map graphics for Little Big Horn and Lankhmar. The map looks to be a dandy. Also, Monster & Treasure matrices for levels 7-9 are in progress right now. The big wait still continues over the final release date of *ADVANCED DUNGEONS & DRAGONS.* A "guesstimate" brings the work to a final conclusion early next summer, but who knows? Gary continues to work upon this *humoungus* project daily and many changes and additions are being injected into it to make it more playable and interesting for those that have waited so long. Fighters will now take 10-sided dice to determine their hit points and clerics 8-sided, etc. The magic system has undergone some alterations, as well as an addition of new spells, bringing the total spell count to 180! These are just some of the changes and it is hoped that the people who play the game support this effort, for it is aimed at making D&D game-playing that much more easy and fun for the beginner as well as the hard core 'addict'.

Away from the home front, Judges Guild continues to saturate the D&D market with new variants. New material, such as prospecting, cave formations, keen sighting, determining types of ruins, assorted monsters and other detailed material appear within their publications. Judges Guild, in cooperation with TSR, has undertaken to make their new rule variant/additions that much more refined and interesting to the hard core D&D player.

It is worth mentioning that many attempts have been made to rival D&D. The closest yet may be Fantasy Games Unlimited's Chivalry & Sorcery. This jam-packed work does well in its representation and mechanics but falls short due to its "smallish" print . . . A notable success none-the-less.

D&D abroad continues to do quite well. Notably, Games Workshop out of London maintains an incredible sales distribution of D&D ma, terial as well as publishes a magazine dealing exclusively with D&D TSR has distributors located in Switzerland, Australia, Canada and has licensed some game companies abroad to produce D&D and its supple, ments.

I have gone to some extent to inform the masses of the business/buyer aspect of D&D as well as to whet your appetites about up coming D&D line products. This was, in part, what I had in mind to do. It sets the stage for me to better ascertain what you want out of this column. You tell me. A list of sorts is appended below. Rate each selection 0 for low to 9 for high. This will give me an idea on how to proceed in the future. If this column is to be based upon reader response I will need all of your letters, be they good or bad. Send them to *THE SORCERERS SCROLL* c/o The Dragon. Do not include any other business or material in these letters; just stuff for this column. May you never be caught in a dead end by an iron golem!

Rate 0-9:

New magic items	New player classes
New non-player classes	New combat systems (fighter or magical)
New gods or demi-gods	New psionic additions
New monsters	New artifacts
Question-answer	Mapping the dungeons
Combinations of the above	Others (list your suggestions)

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by Rob Kuntz

THE LOVECRAFTIAN MYTHOS IN DUNGEONS & DRAGONS

Those of you who have read H.P. Lovecrafts stories based around his fallen gods, The Great Old ones, will know what it means to finally get them into a form which in they are understood and compatible with the D&D system. J. Eric Holmes (known for his work with Basic Dungeons & Dragons) with additions by my humble self bring you parts of the Cthulhu Mythos. They are laid out to be compatible with Dungeons & Dragons supplement IV "Gods Demi-Gods & Heroes." For all of you Lovecraft enthusiasts here's what you've been waiting for. For all of you not familiar with the Cthulhu cycle here's a new experience.

The Lovecraftian Gods, the Great Old Ones

The Great Old Ones of the Cthulhu Mythos are completely evil and often times chaotic. They were banished or sealed away by the Elder Gods. Subsequently, however, the Elder Gods appear to have abandoned this part of the universe, and the worshipers of the Old Ones predict that they are soon to return and re-establish dominion over the earth. Evil clerics or magic users who call upon the Old Ones, using the spells from the Necronomicon or the other books of elder lore, run a 25% chance of being destroyed by the gods they evoke. (The Dungeon Master may revise this probability downward for priests of Cthulhu, high level evil magic-users, etc.) 50% chance of one of the servants of the Old Ones appearing, 25% of the god appearing and cooperating. If the god attacks he will then ravage the countryside for 1-6 turns and disappear.

Only Lovecraft's major gods are described here. There are many minor deities: Chaugnar-Faugn, Lloigor, Tsathoggua or Shudde-M'ell in the works of Lovecraft and his literary disciples, which could be called upon in a Lovecraftian D&D campaign.

Azathoth, Creator of the Universe

Armor Class — minus 2	Magic Ability — none
Move — infinite	Fighter Ability — 20th Level
Hit Points — 300	Psionic Ability — resistant to all psionsic attack.

Azathoth is a blind, mindless, amorphic mass, the size of a star, floating at the center of the universe. It is attended by satellite creatures that provide an ethereal music, like the sound of idiot flute players. Azathoth is immaterial but might be attacked by someone operating on another plane of existence. If so attacked It will defend Itself. Azathoth's saving throw against all forms of magic is 5 and It is mindless and totally resistant to mental attack. If Azathoth is destroyed the entire universe will collapse back to a point at the center of the cosmos with the incidental destruction of all life and intelligence.

Cthulhu

Armor Class — 2	Magic Ability — (see below)
Move — 12"	Fighter Ability — 15th level
Hit Points — 200	Psionic Ability — Class 1

Cthulhu is a bloated humanoid form 100 ft. high with an octapoid head and a face a mass of feelers. He has a scaley, rubbery skin, prodigious feet and curved talons on hands and feet. A pair of folded batlike wings protrude from between the shoulders.

"Ph'nglui mglw'nafh Cthulhu R'lyeh wagh'nagl fhtagn." — "In his house a R'lyeh dead Cthulhu waits dreaming." R'lyeh is a great sunken city of non-Euclidian geometry somewhere in the Pacific. So bizarre is its construction that anyone entering the city must make saving throws against fear and insanity. Cthulhu lies in a huge stone structure sealed with the Elder Sign (see below). If the Seal is broken and the god released, everyone in a radius of 100 miles must make a saving throw or go insane.

Cthulhu usually attacks both physically and psionically. He can regenerate 10 hit points per *melee round*. He can teleport up to half a mile and is totally resistant to water, cold and vacuum. He can call up from the sea 10-100 of the Deep Ones. He will retreat into his lair if confronted with the intact Elder Sign, another of the Old Ones such as Hastur, or some natural catastrophe, such as the re-sinking of the city of R'lyeh into the sea.

Hastur the Unspeakable, Him Who Is Not To Be Named

Armor Class — 2	Magic Ability — (see below)
Move — 12", Fly 36"	Fighter Ability — 20th level
Hit Points — 200	Psionic Ability — resistant to all psionic attack.

Hastur, half-brother of Great Cthulhu, lies imprisoned by the star-shaped Elder Sign in a crypt at the bottom of Lake Hali near the city of Carcosa on a dark planet in the constellation Hyades. He appears as a huge reptilian form, 100 feet high with massive tail and gigantic talons. Hastur's head is a fleshless, eyeless, reptilian skull with great curving horns.

Anyone encountering Hastur must make a saving throw against fear. He can teleport anywhere within the physical universe, across interstellar distances instantaneously, as indeed, can all of his minions. In addition to fear, he casts spells of cold and darkness as a 15th level magic user and is immune to cold and vacuum. He regenerates 5 hits per *melee round.* He can call up from Lost Carcosa and dread Yuggoth 1-10 of the Byakhee or the abominable Mi-Go. Hastur will retreat from his half brother Cthulhu, from the Elder Sign or from others of the Old Ones if they should chance to oppose him.

Nyarlathotep, the Crawling Chaos, the Messenger of the Gods

Armor Class — 2	Magic Ability — 15th level
Move — 12"	Fighter Ability — 15th level
Hit Points — 150	Psionic Ability — Class two

Nyarlathotep appears as a tall dark man, often dressed as a pharaoh, but is sometimes portrayed as a faceless sphinx. His appearance in the world is said to fortell the return of the Old Ones from their imprisonment. He charms humans, humanoids and non-magical animals by his mere presence. (Saving throw applicable; this Power extends to cover a 30' radius and once a saving throw is made it never need be checked again. All checks are made at -2 to the die roll.) Those falling under his spell either obey him or behave in a purely chaotic manner. Thus his progress across the face of the land is followed by riot, war, mass murder, suicide and insanity. The god is believed by some students of the occult to have various guises and to be the Dark Man of the European witchcraft rituals. He can call up at will an army of wild beasts or mindless humans, 10-1000, completely subject to his command, willing to march to certain death.

Shub-Niggurath, Black Goat of the Woods with a Thousand Young

Armor Class — 4	Magic Ability — (see below)
Move — 6"	Fighter Ability — (see below)
Hit Points — 300	Psionic Ability — Class 2

Probably identical with the god Abhoth of ancient Hyperboria and Ubbo-Stahla the unbegotten source, this fountain of uncleanliness is a huge grey pool, 100 feet across, in the caverns beneath Mount Voormithadreth, constantly bubbling and putting forth mouths, limbs, pseudopods and whole creatures. 1-10 small monsters are created from the pool per melee round and go crawling, flopping and flying away up to the surface. Some fall back into the pool which then grows mouths and devours them. These are 1 die monsters. In 10 more melee rounds they will grow to 2 die monsters, in 20 more to three, etc. All the while, Abhoth (Shub-Niggurath) is producing a 10 sided die of monsters each round. Thus the god is the source of all the foul and unclean creatures of the earth. The growing little monsters usually ignore strangers, but they will attack on Shub-Niggurath's command. Shub-Niggurath is intelligent, telepathic and throws charm person or monster spells of the 15th level, once per turn.

The Necronomicon by Abdul Alhazred

Alhazred, the "Mad Arab," was a magic user around AD 700. After ten years alone in the desert he wrote a book called Al Azif — a word used to denote the nocturnal sounds of insects which may be the voices of demons. Alhazred was seized in the streets of Damascus by in-

visible demons and devoured horribly in front of many witnesses. Those who have studied his writings have sometimes met a fate nearly as terrible. The book was translated into Greek in AD 950 by Theodorus Philetas of Constantinople and re-titled The Necronomicon. No known copies of the Arabic text exist, the Greek translation was banned and all known copies burned. A Latin translation was published by Olaus Wormius AD 1228 and there was an English translation by Dr. John Dee in the early 17th century. A few copies of the Latin text are known, one is at the library of the Miskatonic University in Arkham, Massachusetts.

The book gives a description of the pre-human worship of the Old Ones, their banishment by the Elder Gods, and their imminent return. It would appear that spells are given for summoning all of the Old Ones and their minions and some spells for their control and dismissal, although these later are not always effective. The revelations of cosmic horror contained within its pages are so intense that there is a probability of characters below level 5 changing alignment to chaotic/evil or going mad (25% adjusted by the DM for intelligence, experience and alignment).

In addition to the Necronomicon there are a number of other magical books of similar type, including: The Book of Eibon, The Celaeno Frаments, Cultes des Goules by the Comte d'Erlette, De Vermis Mysteriis by Ludvig Prinn, The Dhol Chants, The Pnaknotic Manuscripts, and Unausprechlichen Kulten by Von Junzt. All of these have powers similar to, but less than, the Necronomicon itself.

The Elder Sign

"Armor against witches and daemons, against the Deep Ones, the Dholes, the Voormis, the Tcho-Tcho, the Abominable Mi-Go, the Shaggoths, the Ghasts, the Valusians and all such peoples and beings who serve the Great Old Ones and their Spawn lies within the five-pointed star carven of grey stone from ancient Mnar which is less strong against the Great Old Ones themselves."

— the Necronomicon

These small grey stone stars are a powerful talisman, acting on the evil minions of the Great Old Ones as a powerful charm spell or as a crucifix will act on a vampire. The stars are highly resistant to destruction — armor class minus 2, broken only by magic or by incredible force. The Elder Sign was used by the Elder Gods to seal off those places where the Great Old Ones were imprisoned or where they might "break through."

Cthuga, Lord of Fire

Armor Class — 2	Magic Ability — see below
Move — 12"	Fighter Ability — 17th Level
Hit Points — 175	Psionic Ability — Class 6

Cthuga appears as an ever changing mass of fire, being indistinguishable at times from a pillar (20' high by 5-8' in diameter) of bright red flame with additional blue and yellow flames coursing up and around his body. Cthuga's varied powers consist of using all fire connected spells (as per "Greyhawk") 3 times a day for each spell. He may summon up to 8 12 hit die (8 d12) fire elementals (flame creatures) who act intelligently and serve the Lord of Fire fanatically. He may do this summoning only once per week, though. Cthuga may only be struck effectively by +3 or better weapons, all other magical weapons doing no damage and requiring a saving through so as not to disintegrate. Metal, non-magical weapons melt upon touch. Cthuga strikes once per melee round dealing out 3-30 points of fire damage and he ignites flammables within a 10 yard radius of his body. He may sustain all types of fire attack, accruing no damage, but for every die of cold damage sustained he must add 1 point extra per die of damage and 2 points extra per die of damage caused by water based attacks. Cthuga dwells in his Palace of Fire which is located somewhere beneath a volcano deep within the bowels of the earth.

Ithaqua, Lord of the Air, Windwalker

Armor Class — 2	Magic Ability — see below
Move — 12" + Special	Fighter Ability — 16th Level
Hit Points — 175	Psionic Ability — Class 6

Ithaqua is referred to in some areas as the Wendigo and is second only to the Great Hastur himself regarding supremacy of the air. Ithaqua may **wind walk** (as the spell) anytime he wishes. He may summon one 16 die air elemental per day which acts much like an invisible stalker in that it will obey a limited number of commands, but unlike other elementals can go beyond the controlling range of Ithaqua with no concentration required on his part. Ithaqua may also **control weather** (as the spell) with double the range and effects. Ithaqua strikes twice per melee round doing 2-16 points of strong buffet damage per hit. The Lord of Air is especially damaged by magical fire attacks taking 2 hit points extra per die of magical fire damage accrued. He wanders the skies, remaining quite aloof from the other gods of this mythos.

Yig, Supreme God of Serpents

Armor Class — 3/5	Magic Ability — see below
Move- 18"	Fighter Ability — 15th Level
Hit Points — 125	Psionic Ability — Class 6

Yig is represented as a great (17+) long snake, although he (it?) may alter shape slightly to appear as a Naga **(see Monster Manual),** with the upper part of the body appearing as a human and the lower that of a snake. Yig moves silently, detects enemies and tracks as a ranger, all with 100% efficiency. He surprises opponents on a six-sided die roll of 1-4. Yig controls all serpents within a one square mile radius of himself. When encountered near his lair he will be attended by 2-20 (4-6 hit die) giant snakes (always of the venomous variety). Yig strikes for 2-11 hit points fang damage plus a poison injection upon a successful hit. This roll is at -3 to the die roll and all those failing to make their saving throw die immediately. Yig's armor class (as explained above) is 3 for the head and 5 for the chest and underbelly.

Yog Sothoth, the Key and Guardian of the Gate

Armor Class — 2	Magic Ability — 15th level
Move — 24" (see below)	Fighter Ability — 20th level
Hit Points — 300	Psionic Ability — Class 1

Yog Sothoth exists on a fourth dimensional plane which allows him to enter the universe at any point in space and any point in time. His fourth dimensional shape appears as a congeries of irridescent globes like giant soap bubbles. When he takes shape in our universe he is partly material and partly ethereal and appears as a gigantic mass of feelers, legs and stalked organs. In this shape he will mate with human beings, producing the Spawn of Yog Sothoth (The Dunwich Horror). He is highly intelligent but extremely chaotic and unpredictable. He can gate in, out of time and space, any of the spawn or subject races of the Old Ones, or any of the D&D demons from the sub dimensions of hell, one per melee round. Yog Sothoth is not subject to the laws of space and time and can, for example, appear at various parts of the universe simultaneously.

Inhuman and Partly Human Races of the Cthulhu Mythos:

Byakhee

Armor Class — 5	Magic Ability — (see below)
Move — 36" (see below)	Fighter Ability — 10th level
Hit Points — 100	Psionic Ability — Class 5

These are huge, furry bat-winged servants of the god Hastur. They can fly through interstellar space and can teleport anywhere within the known universe, carrying human beings with them on their backs or in their great talons. They, and those they carry, are protected from cold and vacuum. They are intelligent, telepathic and will obey those who carry the Elder Sign or who appeal successfully to Hastur. They strike with their talons doing 2-12 points of damage per and their beak does 2-9 points of damage.

The Deep Ones

Armor Class — 3	Magic Ability — none
Move — 12", 36" in water	Fighter Ability — 3rd level
Hit Points — 10	Psionic Ability — none

Amphibious, humanoid worshipers of Cthulhu, the Deep Ones inhabit the ocean in great numbers and occupy certain coastal towns (Innsmouth). They appear in great numbers — 1-100, and are inimical to humans, although they frequently intermarry with them. The Deep Ones are frog like in appearance with webbed hands and feet. As they grow older they spend more time in the ocean and become more icthic in appearance. They are potentially immortal, as are their half-breed offspring. They often have great treasures salvaged from the sunken cities of the deep. Every large group will have at least one evil clerical type, level 3-10.

The Great Race

Armor Class — 5 Magic Ability — (see below)
Move — 12" Fighter Ability — 6th level
Hit Points — 30 Psionic Ability — Class 1

These creatures (The Shadow Out of Time) populated the earth a billion or more years ago and their cities still exist buried in the great Australian desert. They are ten foot high cones, ten feet wide at the base with four ten foot tentacles at the top. Two tentacles end in lobster-like claws, one in trumpet-like ears and one in a yellow globe two feet in diameter with three eyes along its circumference and a set of manipulating tentacles dependent from it. The creatures move rapidly by expanding and contracting the muscular base of the cone. These creatures are highly intelligent, telepathic, and scientifically advanced. They have no magical powers but many technological devices such as air ships and energy beams. They can project their minds backward and forward in time and across interstellar space. They then seize control of the mind of any intelligent creature, displacing the other mind into the body of the member of the Great Race. Such captive minds are well treated, encouraged to teach the Great Race about their own time and eventually sent back to their original bodies with memory of the experience erased. Unlike the servants of the Old Ones, the Great Race is lawful and neutral.

The Old Ones — *A misnomer, since this refers not to the ancient gods, but to a minor race of interstellar beings.*

Armor Class — 5 Magic Ability — none (see below)
Move — 12" Fighter Ability — 8th level
Hit Points — 50 Psionic Ability — none

These bizarre looking creatures are an interstellar race who once settled at the South Pole, where their deserted cities still lie beneath the polar ice (At the Mountains of Madness). They are barrel-shaped, six to eight feet long with wings and tentacled arms growing from the circumference of the barrel and five star-fish like tentacles growing from each end of the barrel. The upper set of tentacles end in eyes and mouths, the lower set are muscular legs with triangular feet or fins. The Old Ones are intelligent and scientifically advanced and once had a highly technological civilization. They were exterminated by a form of artificial life which they had created themselves: the Shaggoths. The Old Ones are basically hostile to other intelligent races, but they are lawful, not chaotic.

The Mi-Go, the Fungi from Yuggoth, the Abominable Snow Men

Armor Class — 3 Magic Ability — (see below)
Move — 15", fly 30" Fighter Ability — 8th level
Hit Points — 35 Psionic Ability — Class 5

Eight foot high, many legged, red, crab like creatures with two great bat-like wings, the Mi-Go are found in mountain wilderness, the Himalayas and Vermont. Their main base of operations in this solar system is on Yuggoth (the planet Pluto). Immune to cold, dark and vacuum, they can fly in interstellar space and teleport across interstellar distances. They can not speak but they possess certain machines that produce a buzzing imitation of human speech **(The Whisperer in Darkness).** They mine minerals or other items from the earth and will try to make alliances with human races. They sometimes kidnap humans and carry off their living brains in metal cylinders for study.

The Shaggoths

Armor Class — 4 Magic Ability — none
Move — 18" Fighter Ability — 8th level
Hit Points — 70 Psionic Ability — resistant to psionic attack.

Huge, 15 feet across, transparent, intelligent amoeba, the Shaggoths are a form of artificial life created to serve the Old Ones. Originally telepathic, they lost this ability, rebelled and killed their masters. The inside of the amoeba appears like a series of bubbles or other included matter. The surface grows organs as needed, eyes, mouths, legs, sword-like weapons, etc. They guard the buried and drowned cities of the Old Ones near Antarctica.

ALL THE WORLDS' MONSTERS

vol 2

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by Rob Kuntz

Tolkein in Dungeons & Dragons

Many people who play and enjoy *D & D* still have their complaints to offer TSR in one form or the other. One which **crops up persistently** is the comparison issue between *Dungeons and Dragons* and that of J.R.R. Tolkien's works. Some people get to the crux of the matter by stating the obvious disagreements between Tolkien's conceptions and fictional characters as compared to their representation within the *D & D* game format. In some cases I believe they (those who send in pro-Tolkien letters) are trying to impress the creators of *D & D* as to the worthiness of their Tolkien quoted statements. I will attempt to explain our position on *D & D* in conjunction with other worlds of fantasy which influenced its conception and specifically to clear up the fallacious beliefs regarding Tolkien's fantasy as the only fantasy which inspired *D & D.* But first, parts of a letter from a concerned player in the same line . . .

"I was influenced greatly by the writings of Tolkien and was led into the world of fantasy by the inhabitants of the Shire. For this reason I prefer as player characters elves and dwarves. I feel that the 'roll three dice method' of determining the prime requisites of the players is fair and equitable for humans but is ultimately unfair to the non-humans." . . ." I feel it is only fair to these non-human beings to make a concession as follows: For elves roll three dice but put a limit of no less than 12 for strength and 15 for intelligence as minimums so if less is rolled the minimum automatically applies. The dwarves as a people are a race of miners and smiths, therefore a strength of less than 14 would be almost unheard of." . . . "In Tolkien the elves made some of the most powerful offensive weapons . . . I realize that the many varied enchanted blades could not be forged by mere warlocks but feel that one could be enchanted to a mere +1 by six months of hard work."

One might say that I am knit-picking without reason in presenting this letter. I for one believe that this may be a minor problem in the *D & D* field but it, along with other disorganized ideas about the actual way (or the right way) of playing *D* & *D* create a noticeable dividing line between the way we at TSR play the game and the way we intended it to be played. Individualism within the game itself is stressed and we do not actively go out of our way to remonstrate people for exercising their imagination within their campaign. We also hope that those people will respect the way we play for we think the designers know best.

The game was designed stressing the human aspect of play, humans being ultimately the strongest and predominant race on any earth. With a few exceptions most worlds of Fantasy and Swords & Sorcery writers are predominantly inhabited by humans. Elves, dwarves and hobbits were the minority races on Middle-Earth and were never in the spotlight for long time periods. Furthermore, *D & D* was not written to recreate or in any collective way simulate Professor Tolkien's world or beings. A few were included such as Balrogs, Orcs etc. for it was recognized that Tolkien made some impressions upon the Fantasy literary world which were worth including in *D* & *D,* but not to the extent of basing the game system around them. That is left up to separate judges — but in doing so they excommunicate themselves from the actual *D* & *D* system. As I stated earlier we support creative imagination but we also support the premise of *D* & *D.* Those who base their games around a single work such as *LOT* are playing a campaign based around Middle-Earth and since *D* & *D* was not written to create a basis for one world, it is thus not strict *D* & *D.* Players must remember also that elves, dwarves and similar creatures were around before Tolkien took to the field and determinations of advancement etc. are left to the separate authors or judges as the case may arise. Tolkien's elves may have been on the average better than a human of his world but in *D & D* it can be quite the opposite. On the other side of the coin, though elves and dwarves are limited to the level they may attain they gain early advantage (noticing secret doors, sloping passages etc.) which partially makes up for their lower levels later on.

One must also remember that this system works with the worlds of R.E. Howard, Fritz Leiber and L.S. de Camp and Fletcher Pratt much better than that of Tolkien. If one is to branch away from the *D & D* system, let's say towards Tolkien's world, he will be disappointed to find that most spells, characters etc. do not function well within the epic world of Tolkien's design. The Professor was concerned with presenting a well-told tale of sheer magnitude and greatness culminating with the end of the story, end of the characters, end of the world for all it was worth, for what more was there actually to do? There was not a continuing story line possible, for the story itself was in fact based around the destruction of the Ring and all those events which were spawned from it. As we would say at TSR "END OF ADVENTURE".

What I am saying is that for a role-playing, continuous adventuring world, Tolkien's does not fit well within the *D & D* game style. Thus, difficulties will always be found when one attempts to combine *D* & *D* and Tolkien's Middle-Earth into one. One last piece of information which might help those people out there who are confused about which "light" *Dungeons & Dragons* should be taken in or how the game was inspired; I suggest you read the following. This is an excerpt taken from the foreword to Dungeons and Dragons, written by Gary Gygax.

"These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howards' Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find *Dungeons and Dragons* to their taste."

May you never be caught in a dead end by an iron golem!

MA Variant

THE BIONIC SUPPLEMENT

Why Is It So Small, Mommy?
Shhh. 'Cause it's transistorized.

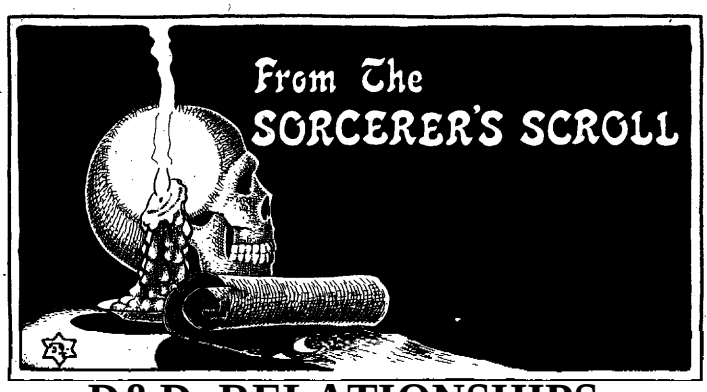
by Brian Blume

Bionics seem to have cluttered up everything nowadays, especially television. If you would like bionics to clutter up your games, try adding the following to your METAMORPHOSIS ALPHA campaign.

Players discovering medical laboratories may request that the robots there replace one or more of their organs with bionic replacements. The player may not choose what is to be replaced, however, the robots will randomly determine what is to be replaced. For each replacement a player desires, the referee will roll once (1-20) on the following table. Obviously, a player cannot receive two bionic hearts, etc.

Die Roll	Replacement	Hit Points	Effect
1-3	One Arm	10	Increases strength. +1 die of damage
4-6	One Leg	10	Increases strength. -1 for opponent to hit. Double speed if both legs.
7-8	One Eye	5	Infra Red & Ultra Violet vision. As Heigh. vision if both eyes.
9-10	One Ear	5	May hear above & below normal ranges. As Heigh. hearing if both ears.
11	Nose	5	As Heigh. smell.
12	Heart	5	Reduces fatigue.
13	Lungs	5	May extract oxygen from water.
14	Digestion	5	May live on rocks, sand, etc.
15-17	Brain	10	50% chance to forget any given fact or item's operation each occasion (defect).
18-20	Torso	30	-2 to hit for both player and his opponents.

Any bionic area has no sensory nerve endings. Bionic areas sustaining damage may only be repaired by maintenance robots. For each bionic area deduct 5 Hit Points, and add the Hit Points listed for the bionic parts.



D&D RELATIONSHIPS,
THE PARTS AND THE WHOLE

Comments on the state of the game
by Gary Gygax

Not a few D&D enthusiasts are puzzled about what is going on with the game. They are wondering what the 'new "Basic Set" of **D&D** is, will the **Original** game be around much longer, and what **ADVANCED D&D** is and when it will be available. **As** briefly as possible, I will attempt to answer all such questions, for we have no desire to confuse DMs and players as to what is taking place.

Before the third supplement **(ELDRITCH WIZARDRY)** was in print, it had been decided that some major steps would have to be taken to unify and clarify the **D&D** game system. This project began then, but such a long and complex. task cannot be accomplished quickly if it is to be done right, and if nothing else we were determined to do it right! Organizational work was in progress when correspondence with J. Eric Holmes, professor, author and incidentally a respected neurologist, disclosed that the Good Doctor was interested in undertaking the first stage of the project — the rewriting and editing necessary to extract a beginner's set of **D&D** from the basic set and its supplements. The result of his labors is the **"Basic Set"** of **D&D.**

"Basic" D&D does not differ greatly from the **Original** except that it is far better structured — thus far more understandable for an individual previously not acquainted with the concept of fantasy role playing. The rules clarify things and are changed in a few minor areas which do not materially affect existing campaigns. There are a few new first and second level spells. It is important to note, however, that the "Basic Set" is NOT aimed at the existing group of enthusiasts, **it is designed solely for new players.** It has rules which take players only through the first three experience levels! If they enjoy the game they must then obtain either **AD&D** or **D&D.** As advertisements have boldly proclaimed, the set has everything needed to BEGIN PLAYING **D&D,** Whether or not the work is purchased for purposes of having a complete collection of **D&D** material, IT IS NOT NECESSARY FOR PLAYERS ALREADY ACQUAINTED WITH THE MECHANICS OF **DUNGEONS** & **DRAGONS.** Well then, what about references in the new work which direct the reader to **ADVANCED DUNGEONS & DRAGONS?** you might well ask.

The "Basic Set" was done with care, and it can lead to either the **Original** game or to the new, as yet unfinished, **ADVANCED D&D.** Because of the numerous supplements and articles necessary to make D&D a more easily understandable and multifaceted game, we decided that a whole new game was in order. There were too many gray areas in the **Original,** too many different books, too many varying approaches offered. However, the first work will never be done away with, for it offers a system which still attracts many persons. Whether from a nostaliga standpoint, from a desire to collect anything pertaining to **D&D,** or because of the content which will be excluded from the concept of the new game, we at TSR are certain that **Original D&D** will always be in demand. The-only part of the system which will be revised to fit into **ADVANCED DUNGEONS & DRAGONS** is **Supplement IV,** GODS, DEMI-GODS, & HEROES. Here is what the new game will consist of:

ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL was anticipated to be ready prior to Christmas. (As usual, there were delays, mainly from the printer and the binder.) I am drafting the final manuscript for the player's book, and a rough outline of the referee's volume is on hand, so work on that can commence as soon as the former is completed. Furthermore, Messrs. Kuntz and Ward are hard at work revising the G, D-G, H supplement so that it will be ready to go into print late in 1978 or in early '79. The player's and referee's books should be available in the summer of '78. Thus, **A D&D** will consist of four books — three main parts and a supplement. The **MONSTER MANUAL** and **GODS, DEMIGODS, & HEROES** will fit into the **Original** game system with a bit of care on the part of the Dungeon Master, if such is desired. But all-in-all, **ADVANCED DUNGEONS & DRAGONS** is a new game. To state this in terms of existing boardgames, for example, **AD&D** and **D&D** will bear the same relationship as **STALINGRAD** does to **RUSSIAN CAMPAIGN.** The former is a truly classic game, but the latter is even better. Nonetheless, devotees will wish to have both! Furthermore, to carry the analogy a bit further, parts of **RUSSIAN CAMPAIGN** can be incorporated into **STALINGRAD** to give the latter new horizons in respect to the strategies and tactics of play. While each game will retain a following which adhere only to one or the other, most players will certainly wish to have both regardless of which they find themselves playing more frequently.

In summation, the "Basic Set" of **D&D** is aimed at new players, those persons as yet uninitiated to the wonders of fantasy role playing. While it channels these new adventurers towards the **ADVANCED** game, with its better ordered and more clear rules, it suits such players for play of the **Original** game just as well. Nearly all of the **Original** booklets will remain unchanged and in print, only G, **D-G,** & **H** will be revised to fit into **ADVANCED D&D.** The whole of **AD&D** will be a better, cleaner system aimed at improving the understanding of the role playing game system. The first three books, the main part, will be ready in mid-1978 if all goes as expected. I am certain that you will find them worth the wait!

Rust Monster *fr pg 19*

EPILOGUE

"Idiots never made it, though," my guest said, his voice now somewhat slurred. "The nerds tried to sneak through the audience chamber of the Hobgoblin king while he was sitting in judgement. But they convinced him to spare them and, in return, agreed to undertake a quest. That's when I split. Even if they did lead me out, I didn't want to be seen in their company."

MORAL

When you drink from a public fountain, you never know what you'll get.

Footnotes

1. It has been ascertained from other sources that the party in mention had just ripped-off a giant's trash-masher.
2. Ari the Samurai on the shield had been paralyzed in a previous encounter.
3. Sword of Toshio, looks like an ordinary sword, bent and worn from use, which has been discarded. But in the hands of a samuri it takes on its true appearance as a katana of great power. Extremely lawful. Intelligence of 12, Ego of 3. Has a special purpose. Named for its first owner, Toshio Kubiyashi.
4. As reconstructed from my guest's remarks, and other sources. — Author

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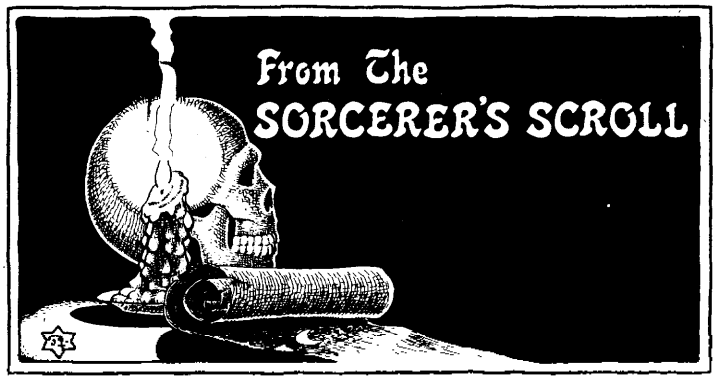
Robots in M-A *fr pg 13*

There are several robotic features that are built in. They are: water proofing, three, four foot long tentacles having claw-like fingers at the ends, broadcast power pick-ups, one-way radio transmitter, and an innate resistance to electrical shock.

NOTE: In the case of Anti-gravity system, it is necessary for the unit to push itself in leaps. This causes it to travel at about the same speed as a human.

Examples:

"Forest" PU . . . . . .30 (SP). . . . . .80 (PP) Speed 176 KPH
Triple (S-I LS). . . . . .25 (SP)
1 Box . . . . . .15 (SP)
Vision.. . . . . 5 (SP). . . . . 10 (PP)
Hearing . . . . . 5 (SP). . . . . 10 (PP)
Power Bolts . . . . . .15 (SP)
Armor Class (7) . . . . . .20 (SP)
"Garden" PU. . . . . .20 (SP). . . . . .60 (PP) Speed 100 KPH
Dual ILS. . . . . .20 (SP). . . . . .30 (PP)
1 Box . . . . . .15 (SP)
Heightened Vision . . . . . 10 (SP). . . . . 10 (PP)
Armor Class 6. . . . . .25 (SP)
3 Physical Weapons . . . . . 15 (SP)
Capture Net . . . . . 10 (SP)



D&D GROUND AND SPELL AREA SCALE

by Gary Gygax

The differences between the indoor ground scale, 1" = 10 feet, and the outdoor measure of distance, 1" = 10 yards causes considerable confusion and misunderstanding amongst DMs and players alike. This ambiguity will be fully taken care of in *ADVANCED DUNGEONS & DRAGONS,* but it is also worth discussion here for the benefit of those readers who do not obtain the new game, as well as to examine the root cause of the problem. Here is how it all came about.

Under cover date of 1 July 1970, I published the last issue of the Castle & Crusades Society (an affiliate of the *International Federation of Wargaming)* newsletter, *DOMESDAY BOOK (#5). Therein was printed the "Lake Geneva Tactical Studies Association Medieval Miniatures Rules — the progenitor of CHAINMAIL.* These rules had a ground scale of 1" = 10 yards. About this same time, I began having the LGTSA play a rough set of fantasy rules which were eventually included as *CHAINMAIL's* "Fantasy Supplement". The medieval rules contained a brief mention that mines were possible only when a campaign (long-term, map and paper game with table top battle resolution) was being conducted. However, when *CHAINMAIL* appeared in 1971, its section on sieges contained a paragraph telling readers to conduct tunneling and counter-digging operations on paper, with a neutral third party acting as judge. When Dave Arneson took this concept into the "dungeons" of his Castle & Crusade Society medieval campaign castle, *Blackmoor,* he used a one-third smaller ground scale. This change was quite logical, and it was retained when I wrote *D&D.*

Ground scale and figure scale seldom agree due to the area of available playing surface. At 25mm (1") to 6', a stout English longbow would have a range of about 105"! Note that is actual distance on the playing surface. Heavy crossbows and siege machinery (catapults) are worse still. Upping the scale to 1" = 10' doesn't help all that much, for we still have an effective longbow range of over five actual feet. Now, all miniatures rules also deal with a *time* scale, and this must be such as to allow for maneuver, movement, and combat over the playing surface. While a high movement rate is possible if the time scale is relatively long, this disallows any formation changing or maneuvering.

There are, therefore, three scales to deal with, figure scale, ground scale, and time scale.

A ground scale consideration is most important, for playing area is the most limiting factor. A 1" = 10 yards scale gives a sufficiently large scale area for conducting typical medieval battles if a 5' X 10' table top or floor area is available.

A time scale of 1 game turn equalling 1 scale minute allows for historic movement, fire, and combat.

Figure scaling is the least important. The size of the casting dictates what scale is used: if 54 mm, 40 mm, or 30 mm size figures are used, the *actual* surface that a figure occupies dictates that a 1:20 scale ratio be used, i.e. about 1" x 1" of table top is taken up by the casting of a foot soldier, and this is 10 x 10 scale yards. 25 mm figures fall just a bit short, and if a 1:20 scale is to be used, figures should be base mounted at 1" per foot figure, 1½" x 3" for horse. 15 mm figures are perfect for a scale of 1: 10.

As there are considerable distortions in existence on the table top (consider a 25mm figure being 30' tall if measured by ground scale), some very strange things heppen when the ignorant or deceitful player attempts to use the *D&D* outdoor scale for magic range and area of effect without considering ground and figure scale. Len Lakofka was kind enough to point out to me what happens if the yards of effect of a spell are converted to feet in a game where a 1:1 ratio is used, *viz.* 1" equals 6 scale feet. A huge area can be covered with *webs* from a lowly magic-user's second level spell. Of course this is ridiculous, as the 1" = 10 yards scale only applies in cases where all other scales are in proportion. Imagine the movement rate of figures — a heavily armored man-at-arms would travel 30" per round, light cavalry 120"! If one scale is tampered with, all of the others must be adjusted accordingly in order to retain a reasonable, balanced, and playable game. Let us go back to the origination of *D&D* again and discuss the concepts used therein in relation to *CHAINMAIL.*

CHAINMAIL, being a set of medieval miniatures rules, was carefully grounded on historical evidence. It attempted to provide the groundwork for simulations of historical battles using -miniature figurines. The "Fantasy Supplement" was an outgrowth of the medieval rules and the "Man-to-Man Combat" (1 figure to 1 actual combatant) section I also devised for conducting battles of several different campaigns I ran for the LGTSA. All of the fantastic people and monsters were discussed in terms of *CHAINMAIL.* Spell ranges and areas of effect were scaled to *CHAINMAIL.* Saving throws were devised to match the combat abilities of creatures, which were in turn meshed with the troop types normally included in *CHAINMAIL.* As *D&D* grew from *CHAINMAIL,* it too used the same scale assumptions as its basis. Changes had to be made, however, in order to meet the 1:1 figure ratio and the underground setting. Movement was adjusted to a period ten times longer than a *CHAINMAIL* turn of 1 minute, as exploring and mapping in an underground dungeon is slow work. Combat, however, stayed at the *CHAINMAIL* norm and was renamed a *melee round* or simply *round.* As the object of the game was to provide a continuing campaign where players created and developed game *personae,* the chance for death (of either character or monster) was reduced from that in *CHAINMAIL,* so that players could withdraw their characters from unfavorable combat situations. Missile ranges were reduced by one-third (from scale yards to scale feet because of the confined area of play and the conditions prevailing, *viz.* low ceilings, darkness, narrow passages, etc. The range and area of effect of each magic spell was adjusted accordingly, for the 1:1 ratio had to be considered, as did the conditions of the area of activity and the ranges of normal missile weapons. (Remember that *D&D* was developed as a *game,* and allowances for balance between character roles and character versus monster confrontations were made.)

For about two years *D&D* was played without benefit of any visual aids by the majority of enthusiasts. They held literally that it was a paper and pencil game, and if some particular situation arose which demanded more than verbalization, they would draw or place dice as tokens in order to picture the conditions. In 1976 a movement began among *D&Ders* to portray characters with actual miniature figurines. Miniature figure manufacturers began. to provide more and more models aimed at the *D&D* market — characters, monsters, weapons, dungeon furnishings, etc. Availability sparked interest, and the obvious benefits of using figures became apparent: Distances could be pinned down, opponents were obvious, and a certain extra excitement was generated by use of painted castings of what players "saw". Because of the return of miniatures to *D&D,* the game is tending to come full circle; back to table top battles not unlike those which were first fought with *D&D's* parent, *CHAINMAIL's* "Fantasy Supplement", now occurring quite regularly. Unfortunately, the majority of *D&D* enthusiasts did not grow up playing military miniatures, so even the most obvious precepts of table top play are arcane to them. Distorting the area of effect of a spell seems to be an excellent idea to players with magic-user characters, and many referees do not know how to handle these individuals when they wave the rule book under their nose and prate that scale outdoors is 1" equals 10" yards.

More unfortunately, the blame for the possible ignorance of player and Dungeon Master alike rests squarely on my shoulders. It would have been a small matter to explain to everyone that the *outdoor scale must be used for range only, never for area of effect, unless a figure ratio of 1:20, or 1:10, is used, and constructions (siege equipment, buildings, castles, etc.) are scaled to figures rather than to ground*

cont. over leaf

D&D Variant

WEATHER IN THE WILDERNESS

By David Tillery

The two fighters huddled against the cliff face, their breath steamy in the cold air. They were numb from cold and in a foul mood. The snow had been falling for six days, and on the second day their aides had told them where to stick their helms, and left. Now, half dead from cold, they heard a sound from behind. Turning toward the sound, they saw two bulky shapes coming out of the murk. Screaming in terror and cursing an entire Parthenon of gods, they drew their swords and staggered out to attack. It was a very short battle; the two invaders had just come from a warm lair, and soon the white snow was stained red with the fighters' blood.

If the above story was your idea of a good wilderness adventure, then the following tables are for you. They are for the fiendish referee; the one who not only likes to keep the players busy with monsters, but uses strange terrain, and irate gods to bother the hapless players. The tables keep the game from being played in a park-like atmosphere. The tables can add realism to a game that has evolved into a "roll for wandering monsters, and see if we're lost" game (after all what good are 10 +2 daggers when the temperature is 20 below, and the character has no coat).

First, roll a six sided die; this is either the number of days or number of weeks (your choice) the following weather pattern will occur. Next, select the terrain that the characters are in, and roll an eight sided die; this will determine what type of weather you will be having. If you prefer to have realistic weather (no four week snowstorms in the desert) then use discretion with the results. If you don't like the result, then roll again for another weather pattern.

While shelter prevents many of the following weather situations to occur, they can open the door for other problems. If the weather would act upon the shelter and its inhabitants, then let it take its toll.

Terrain

Die Roll	Clear	Woods	River	Swamp	Mountains	Desert	City
1	Clear	Clear	Clear	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Clear	Clear	Clear	Clear
4	Unusual	Clear	Clear	Clear	Unusual	Clear	Clear
5	Cloudy	Cloudy	Cloudy	Cloudy	Cloudy	Unusual	Cloudy
6	Cloudy	Cloudy	Cloudy	Unusual	Cloudy	Stormy	Stormy
7	Stormy	Stormy	Stormy	Stormy	Stormy	Winds	Unusual
8	Winds	Stormy	Stormy	Stormy	Stormy	Winds	Unusual

Weather Type

Die Roll	Clear	Cloudy	Stormy	Winds	Unusual
1	Cold	Dense Fog	Snow	High	Cold/Snow
2	Cool	Light Fog	Heavy Rain	Medium	Dense Fog/Heavy Rain
3	Cool	Low Clouds	Medium Rain	High	Light Fog/ Warm
4	Cool	Medium Clouds	Light Rain	Medium	Medium Rain/Cold
5	Fair	High Clouds	Thunderstorm	Light	Thunderstorm
6	Fair	Stormy	Cloudy	Light	Thunderstorm
7	Warm	High Clouds	Light Rain	Medium	Cold/High Wind
8	Warm	Low Clouds	Medium Rain	Light	Light Rain/Cool
9	Warm	Light Fog	Heavy Rain	Medium	Thunderstorm
10	Hot	Dense Fog	Snow	High	Hot/High Winds

In ***BLACKMOOR*** weather related diseases were covered lightly, the following diseases are the only ones concerned with these tables.

Disease	Chance of Immunity	Dur. Days	Days Inc.	Chance of Communic.	Recovery Weeks	% Fatal
Pneumonia	%5	10-100	1-6	10%	6	20%
Heat Stroke	—	1-2	1	—	1	7%'
Hypothermia	%5	1	0	—	2	15%**
Irritation	%2	2-20	1-4	—	1	1%
Flu	%10	2-20	1-8	20%	2	15%
Cold	%15	1-10	2	25%	1	2%

*The victim must rest or fatality increases to 25%.
**Fatality is 75% unless the victim is warmed, and rested.

Seasonal Weather

As a suggestion for the referee who wishes to plan an entire season's weather, that spans many types of terrain (thus making an excellent campaign addition), the following table should help:

Winter Season: (Weather lasts 1-4 weeks)
Clear : Use 1-4
Cloudy: Use 1-10
Stormy: Use 1-10
Winds: Use 1-10
Unusual: 1,2,4-9

Spring Season: (Weatherlasts 1-2 weeks)
Clear: Use 2-9
Cloudy: Use 1-10
Stormy: Use 2-9
Winds: Use 1-10
Unusual: 2,3,5,6,8,9

Summer Season: (Weather lasts 1-6 weeks)
Clear: Use 5-10
Cloudy: Use 1-10
Stormy: Use 2-9
Winds: Use 1-10
Unusual: 2,3,5,6,9,10

Fall Season: (Weather lasts 1-2 weeks)
Clear: Use 1-10
Cloudy: Use 1-10
Stormy: Use 1-10
Winds: Use 1-10
Unusual: 1-10

Weather Descriptions

Cold: The temperature is below freezing. The party must wear warm clothing or, there is a 15% chance of Hypothermia. If the party does not stay warm (clothing, shelter, fires, etc.) then for every week in the cold there is a 10% chance of contracting pneumonia, 15% chance of getting the Flu, and a 50% chance of catching a cold. If they stay warm, the chances are 2%, 5%, and 25% respectively. If the party travels in this weather, then there is a 25% chance per week of 1-6 points of frostbite. Any combat in this weather is at -1, and all moral is also at -1. Any reptiles (Dragons, Lizard Men, etc.) cannot move at all in this weather as it is too cold.

Cool: The temperature is above freezing, but below 60º. The chances for catching a cold in this weather is 20% for every three weeks exposed to it. The Chance for the Flu is only 2% for the same period of time. If the party has shunned warm clothing, then these are checked every week at 25% and 10% respectively. As it is still cold for a reptile, they move at ½ speed.

Fair: A beautiful day. There are no checks for diseases, and any party has moral of +2, and fights with a +1. Reptiles move normally.

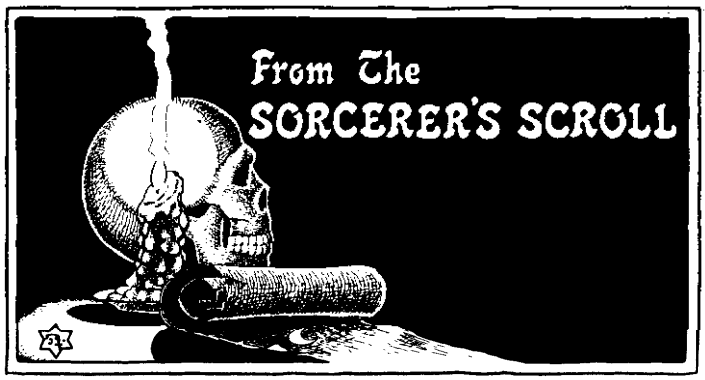
Warm: The temperature is between 70 and 90 degrees. Check for irritation every week; unless no method of protection is being used against it (baby powder, talc, baths, etc.), then it is checked every 4 days. Both of these checks are made at 10% chance of contraction. As the weather is still nice, any party's moral is at +1. However if plate armor is worn in this weather, the wearer will have a movement penalty of ¼ (he moves at ¾ speed).

Hot: Above 90 degrees. Check for irritation daily at 15% chance of catching. The party must be checked for heat exhaustion every day, at 15% chance of succumbing to it. Double the party's consumption of water; but, if they are conserving the water then double the chance of heat exhaustion. Reptiles become overheated in this weather, and they move at ½ speed. As it is oppressively hot, moral and combat are both at -2, and combat cannot last beyond 15 melee turns.

Dense Fog: Thick ground fog, with a visability of only 30 feet. Due to the spooky conditions, the hirelings' moral is at -1. Flying is totally impossible; and all movement is halved. Surprise affects the party thusly: On a roll of 1-3 they surprise the enemy, and on a 4-6 the enemy surprises them. Missile weapons are ineffective in fog, and fire at -3.

Sorceror's Scroll *fr pg 13*

scale! If ground scale is changed, movement distances must be adjusted. If time scales are changed, both movement and missile fire/spell casting must be altered. Furthermore, if 30 mm or 25 mm figures and scale buildings and terrain are not used, then the area of effect must be adjusted proportionately. I ask your collective pardon for this neglect, and I trust that the foregoing will now make the matter clear. There are distortions of scales in *D&D* and *ADVANCED DUNGEONS & DRAGONS* as well. Despite distortions, each meshes with the other to make the game an enjoyable one.



Role-Playing: *Realism vs.* Game Logic; Spell Points, Vanity Press and Rip-offs

by E. Gary Gygax

Despite the continued success of *D&D,* despite the evergrowing demand for the game, I remain somewhat amazed and very pleased that so many people share a love for the fantastic and heroic with me. It is indeed an unusual honor to have been able to bring so many people so much enjoyment. It tends to make one work harder at other projects so as to make certain the best possible effort is presented. Whatever is done will invariably be compared to *D&D,* and none of us at TSR have any desire to produce a game which falls short of public expectations.

The position of originating the concept of a paper & pencil fantasy role playing game and introducing it to the gaming hobby stands greatly to the credit of TSR. In my mind, it puts us beside the creators of chess (whoever they were), miniature wargames (H.G. Wells), and board wargames (thank you, Avalon Hill!). TSR designed and promoted the whole; it pioneered a concept which is today the most popular form of our hobby. Little did I — or the other members of the Lake Geneva Tactical Studies Association — realize as we fought out fantasy miniatures battles on my sand table that the publication of the rules we used to do so, the "Fantasy Supplement" to *CHAINMAIL (Copyright 1971),* would pioneer a whole new form of game. There are currently some 100,000 *D&D* players, and at the current rate of growth that number could easily double next year. This large audience is highly devoted. Well-wishers are many, and there but few who complain that D&D is not everything they had hoped for in a game.

However, amongst those who play the game avidly there are a vocal few who continually state their opinions as to how and where the game is lacking — and, of course, how *they* have the perfect solution. I do not take issue with any general statement that *D&D* is not flawless; obviously, human imperfection precludes the claim to perfection. I do admit to becoming a trifle irritated at times to read an article in some obscure *D&D* fan magazine or a letter to the editor of some small publication which attacks the game — or claims to be sure to improve D&D if only their new and "improved" rules are followed — with ill-conceived or asinine logic. My irritation is, I hope, only impatience with those who only dimly preceive the actual concepts of the game, and not wounded vanity. Consider what a game is:

Gaming is a form of play. Games are usually for diversion or amusement, although sometimes they are played for a stake (gambling) or prizes. They are typically contests. *Fun* is a synonym for game. To my mind, a game which provides ample fun and enjoyment is good, and if it brings endless hours of amusement and diversion it is proportionately better. This view is held in common with most *D&D* enthusiasts, but there are those vociferous few who seem to find their principal enjoyment in attacking rather than playing the game. The uniform element amongst these individuals is a complete failure to grasp the simple fact that *D&D* is a *game.* Its rules are designed and published so as to assure a balanced and cohesive whole. Each segment has been considered and developed so as to fit with the other parts. Each part, meshing with the others, provides an amusing diversion, a game which is fun to play and set so as to provide maximum enjoyment for as long a period of time as possible. Each separate part must be viewed as something which contributes to the whole. Pulling this or that section from the body and criticizing it is totally invalid unless the workings of that particular segment do not harmonize with the whole, thus causing the entire game to be unenjoyable. That the vast majority of players agree with this view is evident. There are very few who attempt to insert dissimilar rules into a system which was carefully designed to work on precepts totally at odds with what the would-be designer views as crucial to making *DUNGEONS & DRAGONS* a "good" game.

D&D encourages inventiveness and originality within the framework of its rules. Those who insist on altering the framework should design their own game. Who can say that such an effort might not produce a product superior to *D&D?* Certainly not I.

Interestingly, most of the variant systems which purport to "improve" the game are presented under the banner of *realism.* I have personally come to suspect that this banner is the refuge of scoundrels; whether the last or first refuge is immaterial. "Realism" has become a bugaboo in the hobby, and all too many of the publishers — TSR included — make offerings to this god too frequently. The very definition of a game gives the lie to this false diety. *Real* implies being true to life, not artificial and related to actuality. A game is real, but its subject matter can, at most, give only a "sense" of what actually took place or exists. Paper maps, cardboard counters, plastic markers, or toy tanks and soldiers are not and never will be the stuff of historical reality. There, real bullets kill and maim actual people. Men, women, and children suffer and die, millions of dollars are spent and destroyed, all for the glory of war. Therefore, those who desire realism in wargames, or simulations of social or political events, or racing, or anything else used as subject material for a game should go and do the actual thing —join the military, enter politics, become a race car driver, and so on. At best a game can give a reflection of reality, and then only if its rules reflect historical actualities and logically proceed from truth and facts.

When fantasy games are criticized for being "unrealistic" — and by fantasy I certainly mean both imaginary "science fiction" games and heroic fantasy — the sheer magnitude of the misconception absolutely astounds me! How can the critic presume that his or her imagined projection of a non-existent world or conjectured future history is any more "real" than another's? While science fantasy does have some facts and good theories to logically proceed from, so that a semblance of truth can be claimed for those works which attempt to ground themselves on the basis of reality for their future projections, the world of "never-was" has no such shelter. Therefore, the absurdity of a cry for "realism" in a pure fantasy game seems so evident that I am overwhelmed when such confronts me. Yet, there are those persistent few who keep demanding it. The "camel" of working magic, countless pantheons of gods and devils, monsters that turn people to stone or breath fire, and characters that are daily faced with Herculean challenges which they overcome by dint of swordplay and spell casting is gulped down without a qualm. It is the "gnat" of "unrealistic" combat, or "unrealistic" magic systems, or the particular abilities of a class of characters in the game which makes them gag. This becomes hard to cope with, because I am basically a realist.

In a pure fantasy game, one based on myth, mythos, and its own unique make-believe, realism (as a reflection of the actual) and logic can not be defined in terms conventional to other game forms. Realism in such a game can only be judged by the participants acceptance of the fantasy milieu invoked by the game. If this make-believe world is widely and readily accepted, if players fully agree to suspend their disbelief when playing it, the game has reality for them. Involvement and enjoyment indicate acceptance of a *game reality,* and the game becomes realistic thereby. *Game logic* in such a fantasy can only follow the basic tenets of the game, logical or illogical. If the basic precepts of the fantasy follow the *imprimus,* it has its own logic. Just as the fantasy must be accepted to achieve the game reality, so must the underlying principle of the game system be understood to follow its logic.

D&D is a make-believe game. It is designed, however, to facilitate close personal involvement in all aspects of play; this makes suspension of disbelief easier for those who can initially accept a game form which does not relate to any reality except a few tenuous areas, *'viz.* actual kinds of weapons from the medieval period are generally named, as are actual types of armor, and the social order of medieval Europe (and occasionally the Middle East and elsewhere in the world) is mentioned as bases for the game, to state the most obvious factual sources for

D&D. It is a game for the imaginative and fanciful, and perhaps for those who dream of adventure and derring-do in a world all too mundane. As a game must first and foremost be fun, it needs no claim to "realism" to justify its existence. *D&D* exists as a game because thousands of people enjoy playing it. As its rules were specifically designed to make it fun and enjoyable, and the consensus of opinion is that *D&D* is so, does it need to have logical justification of any or all of its rules? Because logic does not necessarily create an enjoyable game form, the reply must be generally negative. Logic, even game logic, must be transcended in the interest of the overall game. If an illogical or inconsistent part fits with the others to form a superior whole, then its very illogicalness and inconsistence are logical and consistent within the framework of the game, for the rules exist for the play of the game, although all too often it seems that the game is designed for the use of the rules in many of today's products. When questioned about the whys and wherefores of *D&D* I sometimes rationalize the matter and give "realistic" and "logical" reasons. The truth of the matter is that *D&D* was written principally as a game — perhaps I used game realism and game logic consciously or unconsciously when I did so, but that is begging the question. Enjoyment is the real reason for *D&D* being created, written, and published.

With the popularity of *DUNGEONS & DRAGONS* increasing so dramatically, I fervently desire to put the matter of variants, particularly "realistic" variants, to rest once and for all, so as to get on to other more important things, but it keeps springing up every time a sound stroke is dealt to it. Additions to and augmentations of certain parts of the *D&D* rules are fine. Variants which change the rules so as to imbalance the game or change it are most certainly not. These sorts of tinkering fall into the realm of creation of a new game, not development of the existing system, and as I stated earlier, those who wish to make those kind of changes should go and design their own game. In order to make this clear, a few examples of destructive variants are given below.

Why can't magic-users employ swords? And for that matter, why not allow fighters to use wands and similar magical devices? On the surface this seems a small concession, but in actuality it would spoil the game! Each character role has been designed with care in order to provide varied and unique approaches to solving the problems which confront the players. If characters are not kept distinct, they will soon merge into one super-character. Not only would this destroy the variety of the game, but it would also kill the game, for the super-character would soon have nothing left to challenge him or her, and the players would grow bored and move on to something which was fun. This same reasoning precludes many of the proposed character classes which enthusiasts wish to add to *D&D.* Usually such classes are either an unnecessary variation on an existing class, are to obtuse to be interesting, or are endowed with sufficient prowess to assure that they would rule the campaign for whomever chose to play as such (most certainly their authors). Similarly, multi-classed character types such as elves and dwarves are limited in most class progressions in order to assure game balance. That this can be justified by game logic, pointing out that humankind triumphs and rules other life forms in most if not all myths and mythos is a pleasant superfluity.

Combat is the most frequently abused area, for here many would-be game inventors feel they have sufficient expertise to design a better system. Perhaps someone will eventually do so, but the examples to date are somewhat less than inspiring of confidence. The "critical hit" or "double damage" on a "to hit" die roll of 20 is particularly offensive to the precepts of D&D as well. Two reciprocal rules which go with such a system are seldom, if ever mentioned: 1) opponents scoring a natural 20 will likewise cause a double damage hit or critical hit upon player characters; and 2) as a 20 indicated a perfect hit, a 1 must indicate a perfect miss, so at any time a 1 is rolled on the "to hit" die, the attacker must roll to find if he or she has broken his or her weapon, dropped it, or missed so badly as to strike an ally nearby. When these additions are suggested, the matter is usually dropped, but the point must be made that whole game system is perverted, and the game possibly ruined, by the inclusion of "instant death" rules, be they aimed at monsters or characters. In the former case they imbalance the play and move the challenge which has been carefully placed into *D&D.* In the latter, "instant death" no longer allows participants to use judgement when playing. Certainly some monsters are capable of delivering death at a single stroke, but players know these monsters and can take precautions. If everything that is faced has an excellent chance to kill characters, they will surely die before long. Then the game loses its continuity and appeal, for lasting character identification cannot be developed.

There are a number of foolish misconceptions which tend to periodically crop up also. *Weapons expertise* is one. Given the basic assumption that those normally employing weapons are typical of the medieval period, and *D&D* is plainly stated as a medieval fantasy game, it should follow in the minds of knowledgeable players that any fighting man worth the name made it a point to practice daily with all forms of arms. There was a prejudice against the use of the bow by knights, granted. This is of no consequence in game terms. Any particular preference as to weapon type by a fighter most assuredly was not indicative of any lack of ability with another one. More to the point, however, *D&D* presumes that the adventurers are the elite, the cream of the cream. Each is a potential Hero, Archmage, and so on. Certainly each is also capable of employing a simple hand weapon to effect, and correctly utilizing any such weapon. The truth of the matter with respect to weapon expertise is, I believe, another attempt to move players closer to the "instant death" ability. For those who insist on giving weapons expertise bonuses due to the supposed extra training and ability of the character, I reply: What character could be more familiar and expert with a chosen weapon type than are monsters born and bred to their fangs, claws, hooves, horns, and other body weaponry? Therefore, the monsters must likewise receive weapons expertise bonuses. While this does put part of the system into balance again, it moves player characters closer to situations where they can be killed before they can opt to follow a course of action aimed at extricating themselves. Again, this feature is undesirable and must be discarded.

In general, the enjoyment of *D&D* is the fantasy: identification with a supernormal character, the challenges presented to this character as he or she seeks to gain gold and glory (experience levels and magical items), the images conjured up in participants' minds as they explore weird labyrinths underground and foresaken wildernesses above, and of course the satisfaction of *defeating* opponents and gaining some fabulous treasure. This is the stuff of which *D&D* is made. Protracted combat situations which stress "realism" will destroy the popularity of the game as surely as would the inclusion of creatures which will always slay any characters they fight. The players desire *action,* but all but the odd few will readily tell you that endless die rolling to determine where a hit lands, having to specify what sort of attack is being made, how their character will defend against an attack, and so on are the opposite of action; they are tedious. Furthermore, such systems are totally extraneous to the *D&D* system. Although they might not ruin the game for a particular group of players, general inclusion in the published rules would certainly turn off the majority of enthusiasts. It would turn me to other pursuits, for if I was interested in that sort of game I would be playing a simulation of something historical, not a fantasy game.

Spell point systems are also currently in vogue amongst the fringe group which haunt the pages of "Amateur Press Association" publications. Now APAs are generally beneath contempt, for they typify the lowest form of vanity press. There one finds pages and pages of banal chatter and inept writing from persons incapable of creating anything which is publishable elsewhere. Therefore, they pay money to tout their sophomoric ideas, criticise those who *are* able to write and design, and generally make themselves obnoxious.* While there are notable exceptions, they are far too few to give any merit to the vehicles they appear in. From this morass rose the notion that a spell point system should be inserted into *D&D.* Strangely enough, "realism" was used as one of the principal reasons for use of spell points. These mutterings are not as widespread as the few proponents of such a system imagine. The *D&D* magic system is drawn directly from *CHAINMAIL.* It, in turn, was inspired by the superb writing of Jack Vance. This "Vancian" magic system works splendidly in the game. If it has any fault, it is towards making characters who are magic-users too powerful. This sort of fault is better corrected within the existing framework of the game — by requiring more time to cast spells, by making magic-users progress more slowly in experience levels. Spell points add nothing to *D&D* except more complication, more record keeping, more wasted time, and a precept which is totally foreign to the rest of the game.

cont. on pg 21

Sorceror's Scroll *cont. from page 16*

There are numerous additions and supplemental pieces which are neither detrimental nor particularly useful to the game. If players find them enjoyable, there is certainly no reason why their particular group cannot include such material in their particular campaign. The important factor is the integrity of the game as a whole. The use of ***social*** level (as originally conceived by Game Designers Workshop and appearing in ***EN GARDE)*** is a good case in point. In the overall scheme of the game, social level is unimportant to a band of adventurers going out to slay monsters and gain treasure. However, in a campaign it can be used as scenario background — or not used — as the referee and his or her players see fit. Basically, social level means nothing to adventurers such as Conan, Fafhrd and Gray Mouser, Elric, Kugel the Clever, etc. Yet in a game, it can be a handy referee's tool for setting a stage or rewarding player characters. It does not pervert the intent of the game, it does not destroy game systems. It can be readily included, or ignored, without effect upon the whole.

Certain small publishers of amateur magazines or second-rate work have accused TSR of maintaining a proprietary interest in ***DUNGEONS & DRAGONS*** from a purely mercenary motivation. This is usually because they have fervent desire to trade on ***D&D's*** repute and make a reputation or quick buck on its merits rather than their own. Oddly enough, some individuals also fault TSR for being careful to protect its trade marks and copyrights and reputation, blandly faulting a desire to profit from our labors. ***D&D*** is inseparable from TSR. The repute of the game and of the company are high because we honestly strive to give buyers real value for their money. TSR's customers, the buyers of ***D&D, etal*** are satisfied and then some, for what they have purchased has provided them with hours of enjoyment, and will continue to do so for many more gaming hours. Just as we must prevent the ignorant and inept from spoiling the game by tinkering with the integral systems, we also take every possible step to prevent exploitation of ***D&D*** enthusiasts by publishers who hide shoddy products under a fantasy role playing guise. We cannot stop them from putting worthless material into print, but we can certainly make it clear that it is neither recommended nor approved for use with ***DUNGEONS & DRAGONS.*** As long as these worthless goods do not trade on the good name of ***D&D,*** we can only tell our readers that they should beware of the products they purchase, so read before you buy!

To some extent, this same exploitation continually takes place in fantasy gaming oriented publications. Many seek to trade on ***D&D's*** popularity by offering "new" or "variant" systems which fit only with ***D&D,*** even though the game is not actually named. Buy them if you have money to throw away, but at peril of your campaign; do not use material which alters the basic precepts of the game.

Commerce is neither immoral nor unethical. It is part and parcel of our world. Workers are paid for their services, just as authors and publishers receive financial gain for what they provide. The same individual has a family which depends upon commerce to support itself (and possibly the individual if he or she is a student). The individual does, or will one day, work to earn his or her own living. But our interest in ***D&D*** extends beyond money and even beyond reputation. TSR created the whole of fantasy role playing gaming as a hobby, and we are proud of this achievement. Pride is what we have accomplished gives us a paternal right to protect our creation. Be glad, for it will help to assure that your game remains a good one, and that when you see ***"D&D"*** on a product you will have reasonable expectations with respect to its quality. Use your imagination and creativity when you play ***D&D,*** for there is much room within its parameters for individuality and personalization; always keep in mind that everything in the game is there for a reason, that major systems are carefully geared and balanced to mesh together to make a workable whole. Changing one part could well ruin the rest, and then what would you play?

***Editor's Note:** In recent months, I have been the target of some pretty vicious and petty attacks from some of the "APA's". Much to the attackers' collective dismay, I am still alive and well. I've never made any bones about my feelings toward the field: they are unprofessional, unethical and seemingly ignorant of the laws concerning libel. Most of the so-called "authors" seem to live in some sort of fantasy world, totally unconnected with the realities of everyday life. A good many of them are incapable of even quoting correctly.

When apprised of error or inaccuracy, their usual response is an outburst of paranoia and persecution complexes. As the author mentions, there are a scant few exceptions in the field. A few have written material for this magazine in the past. Hopefully, a few will continue to do so. There is one who once wrote for ***TD*** who will *never* be asked to again, after he grossly misquoted something I said at Origins last year.

When I first got into this business, I felt that the APA-zines might be good for the hobby. I even reviewed a number of them for ***TD*** readers. Now I know the error of my thinking. They serve no useful purpose.

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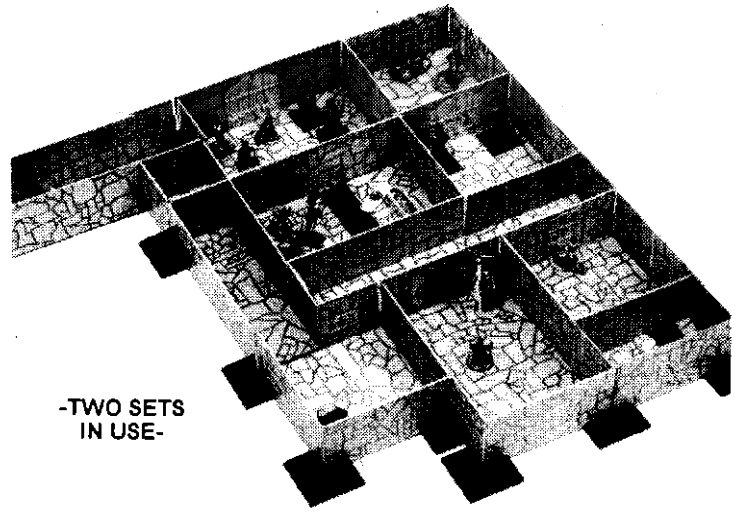

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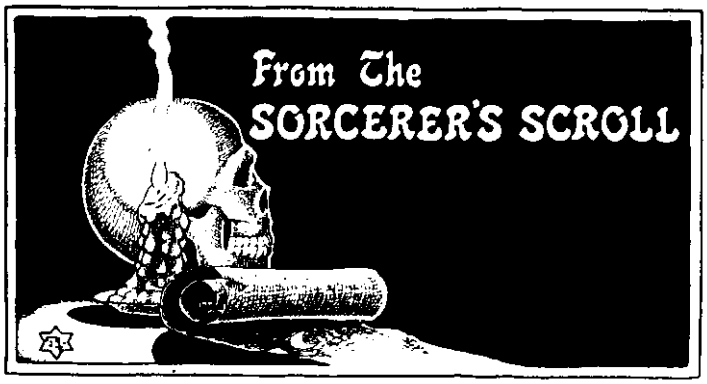

GAMMA WORLD: First Report; Setting Up The Campaign

by James M. Ward & Gary Jaquet

The creation of the boxed game of *Gamma World* was brought about when the need for a planet based version of *Metamorphosis Alpha* presented itself. The distances and possibilities presenting themselves on a planet were far more vast than those of a star ship. Also, through the course of playing *MA*, many new concepts were created and old ideas evolved into things far different from what was given.

The creation of a world destroyed by the ravages of an advanced technological war was easy. Filling it up with goodies that might have survived or been created afterward wasn't. In this process, a number of concepts were put together based on the experiences of designing *MA* plus ideas especially made for the game. The material was worked on by both of us and then handed over to the TSR staff, who further modified it and created a booklet able to be used by *D&Der's* and players of *Metamorphosis Alpha*. This game was to be much more than just a supplement of *MA* and it succeeded in this end.

Beginning with the Cryptic Alliances, *Gamma World* presents a game with a flavor uniquely its own. These alliances are groups of beings (rarely all human) that roam the world trying to put their ideals into practice. They can be found in any given batch of beings secretly spying or trying to manipulate the masses. These groups range from the "Knights of Genetic Purity", who seek to destroy all humanoid mutations to the "Zoopremisists", who believe that the time has come for the "beasts" to rule the world.

Realizing that the creatures of *MA* didn't really have enough hit dice for their environment, all of the creatures created were supplied with greater hit dice. A large number of these were designed to become effective player and non-player characters for the world. These are alphabetized from the android, who comes in 3 types, to the Zeeth that is a blade of purple grass that teleports its seeds into bodies.

Naturally the postulation of a worldwide energy war forces the concept of what is left afterward. Things that are left must be made of pretty tough stuff. We have mentioned ancient buildings, towns, cities, and robotic farms. We placed, in more detail, things like fortifications and space ports that would be expected to survive extreme damage. Since wars breed destructive devices, we created a batch of robots and weapons to fill up the preserved areas.

Combat, creating player characters, and the like, have been refined to a point where it should make for an easily understood role-playing game. The excellent map that has been provided gives the total possible picture of part of the world vastly changed by war. It is suggested that when you build your "Gamma World", you place some large forts and things from the past on the map. You should also place bases for all of the cryptic alliances. It would then be a good idea to create a detailed map of a 100 mile section.

In this section you should place some factions of the cryptic alliances, some powerful non-player characters, and some working machinery. Establishing several small tribes of humans and mutants in the area with both aware of each other (this allows for players to start as anything). One of the biggest mistakes a "Planet Master" can make is

cont pg 23

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have a plus per level to figure out any type of technical item. Since clerics get their spells renewed everyday (and I never liked them anyway) they don't need any special powers or plusses. Bards over the tenth level act like Singing Vines. Monks on the other hand are at one-half their normal level because of the extreme quickness of the *MA* species. Thieves don't have their special attack bonus when attacking the backs of mutants (everyone is always trying to zap them from behind).

As with almost everything there is the other side of the role-playing coin. The use of *MA* characters in *D&D* land might be highly enjoyable. Humans are of the least significant mainly because they don't fit in any of the classes. On the other hand, they do have a potential for a large amount of hit points. The mutants are the beings that have the greatest potential for damage and fun. Mutation attacks should work over any magic resistance and protection. Imagine a mutant with four mental and four physical mutations. Let us give her defects of no sensory nerve endings and a complete mental block for robots. We will also assume she has Regeneration (could be treated as the Troll), Radiated Eyes, Physical Reflection (could be spell energy), and Poison Claws (intensity 12) for her physical abilities. She could have Mental Paralysis, Mental Control, Life Leech, and De-evolution for her mental powers. If any of you are wondering what possible harm De-evolution could do to a non-mutant let me list a few things. In magic users it could take away all the ability to use spells of any type. Fighters could lose a level or two of experience for every attack. Clerics could lose one level of spells forever starting from their lowest level. Normal humans could be transformed into cro-magnon man or even apes (but a few have argued that this skips several generations of evolution).

The weapons of the starship could have many strange effects on *D&D* creatures. The protein disruptor would work 100% of the time on non-enchanted creatures and forces a saving throw (as a death ray attack) on all creatures regardless of their magic resistance. The sonic metal disruptor ruins Iron Golems and does damage to metal covered beings to the tune of 15 dice for a short range hit, 10 dice for a medium range hit, and 5 dice of damage for a long range hit. In using the paralysis rod or the paralysis dart it works 100% of the time on creatures with the standard magical resistance. Creatures with any type of extra normal magical resistance have a 50-50 chance of being paralyized. The laser pistol is a short energy burst that bathes any fire creature in healing energy, melts Iron Golems, and does triple damage on cold creatures. The third stage slug ejector does no damage to metal-armored beings or creatures with an armor class of better than four. The third stage gas ejector forces a *D&D* being to make their poison saving throw with each hit.

All in all the switching of creatures, players, and items from campaign to campaign can make for novel situations.

D&D Variant

Monkish Weapons & Monk vs. Monk Combat

by Garry Eckert

As it is stated in *Blackmoor*, monks can use weapons. There are many different kinds of weapons.

In Japan men were trained to fight in Kedo or with swords. The metal swords are called "live blade". The bamboo swords are called shimia. The wooden swords are called bokutois. There are eight different attacks used.

2. Shomen: a vertical cut delivered to the centre of the forehead.
2. Hidari-men: an oblique cut at the left temple.
3. Migi-men: an oblique cut at the right temple.
4. Migi-do: a downward cut at the right side of the breast plate.
5. Gyaku-do: downwards cut at the left side of the breast plate (rarely used).
6. Kote: a cut at right wrist of lower forearm.
7. Hidari-Kote: a cut at the left wrist or lower forearm, but only valid if the arm is raised to shoulder height or higher.
8. Tsuki: a thrust at the throat to strike the beard of the man.

The Japanese bow was about seven feet long. This art was known as *Kyudo.* This bow is between one and-two inches thick, depending on the strength of the draw required. The draw was 40 to 50-pound pull. An expert can draw up to 90-pounds. The arrows are 39 inches in length. The bow can be fired while standing, crouching, or on horse back.

A *Naginata* is a curved-bladed spear used to maim the enemy's horse before dealing with the fallen rider. The three basic cuts are waterwheel, windmill and butterfly.

The *Yari* is a straight-bladed spear. The spear is between seven to nine feet in length. The primary use is for *tsuki* (thrusting) or use from horseback. The primary targets are the groin/stomach, chest/throat regions.

The Okinawan weaponry is an example of everyday implements turned in to weapons. First, there is to *rokushakubo*, which means six foot staff. The diameter is one to two inches. The attacks are thrust or striking. Secondly, there is the *Kama;* A rice-harvesting hand sickle. The blade is set at right angles to a hardwood handle the thickens toward the butt. The attacks are slash, rake, hook, chip, deflect, or block. The third weapon is the *ton-fa* or *tui-fa.* This is a handle used to turn the hand-operated millstone for grinding. It is tapered hardwood billet between 15 and 20 inches in length with a short projecting side-handle set at right angle about six inches down from the thicker end of the billet. With either end lying along the underside of the forearm, a person can very effectively punch and strike, as the opposite end is employed to jab with devastating force at vital areas. It is also used to block cuts or blows in a manner dictated by technique. It can be used in pairs.

Nunchaku are two equal lengths of hardwood hinged by a short piece of silk or chain. It is used for blocks, smashing blows, and can be thrust in vulnerable areas.

The *sai* is the short sword about 15 to 20 inches in length. It can be used in blocking, cutting, stabbing.

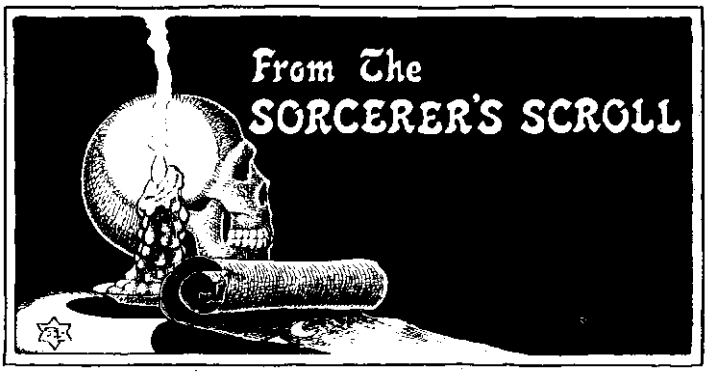
Some of these-weapons needs special skills to use them (i.e., the *nunchaku).*

Novice: can use the naginata, yari, kama, and the sai
Initiate: can use the shimia, and the bokutois *(next page)*

Gamma World *fr pg 20*

to stuff a small area of the world with everything possible. Your players will get out and stir up all sorts of fun things if you give them a chance. After you have your players started out, you can then take the time to widen the area you have completely drawn up; until a general filling of the entire map is accomplished.

Do not discount the non-player character. The knowledgeable referee will tell you that not only can this created being be fun for the referee to play, it adds zest to any role-playing game to match wits with an unknown element.



GAMMA WORLD
More Excerpts from the Journals of Hald Sevrin

by Gary Jaquet

It is one thing to play a character in a role playing game, it is quite something else to design a role playing game, and it is something else entirely to try to explain the design process revolving around the creation of a role playing game. Case in point: *GAMMA WORLD*. Simply stated (if that's the phrase), it grew!

The exact point of conception of *GAMMA WORLD* must forever lie somewhere in the shadows of hours spent playing D & D with Tim Kask when we were both students at Southern Illinois University, conversations with Gary Gygax at my first Gen Con, the reading of *Hiero's Journey* in 1976, and the premier of Jim Ward's *METAMORPHISIS: ALPHA*. Somewhere along the line, the idea sparked. From then on, through reams of typing paper, long-distance phone calls, countless cigarettes, at least four typewriter ribbons, and about a year and a half, *GAMMA WORLD* emerged.

I pasted the last stamp on the final manuscript, addressed it to TSR, and with a sigh of relief, dropped it in the mailbox. Jim (Ward) would go over the manuscript, there would be a final edit, it would be sent to the printer, and that would be that. Wrong! Then I started getting phone calls: we need TW judges for Origins; we need GW judges for Gen Con; we're expanding the tournament for GW Origins — can you judge twice as many rounds? And in the midst of all came another phone call: "Jake, this is Tim. Can you write me a piece for The Dragon about the background/development of *GAMMA WORLD?"*

Never being one to refuse Tim (you have to have met him to appreciate his "requests" that border slightly to the right of commands), I returned to the typewriter. And sat. And sat. I lit a cigarette. And sat some more. Seventeen half-typed pages in the wastebasket later, I realized I was having problems expressing myself: how to explain the background for a game concept that came, literally, from everywhere?

Here then, is the best way to gain the background of *GAMMA WORLD* — from the notebooks of Hald Sevrin, written in 2697:

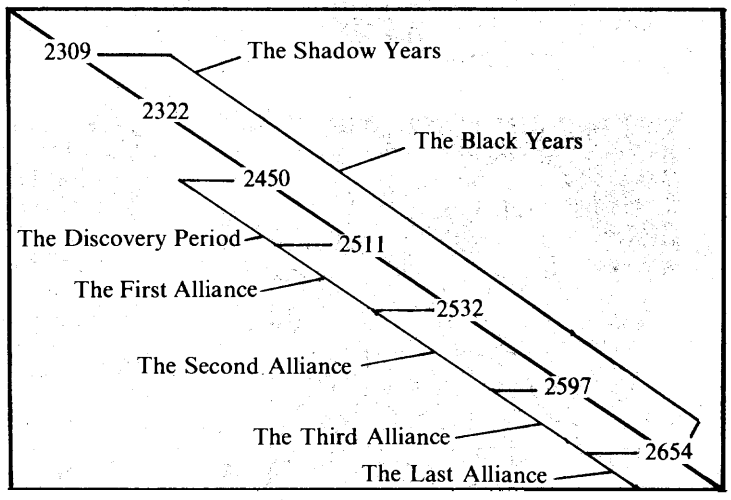
***

The fury of the *Apocalypse* had spent itself. In the days that followed, the few survivors cautiously crept from their hiding places, constantly fearful of, nay, anticipating, a resumption of the unthinkable destruction and toll of death they had experienced, and somehow miraculously escaped. But the air remained still, the ground no longer trembled, and the needs of immediate survival soon pushed needless questioning aside.

The few survivors of the holocaust of 2322 became fewer still; as those without the skills, knowledge, or sheer muscle needed to survive in the post-cataclysmic Earth perished. Survival of the fittest became the prime law of the land once more.

The first few years were the worst. Mutations, both animal and human, appeared. It was a painful, slow learning process to discern the harmless from the harmful, the cruel from the kind, the savage from the tame. The fee for learning was usually paid in blood. Then, too, there were the horrors of the non-living: the robots. Man's ultimate servants, now mindless and unguided, were, in many cases, his ultimate executioner. And perhaps worst of all was that last fleeting thought, as the jaws snapped, as the fangs pierced, as the claws ripped, as unfeeling metal crushed, as pain mercifully faded into the final darkness; the remembrance of the sweet, sweet life so few short years ago.

The years that followed, the Black Years, were in some respects easier for the survivors, and in some respects more difficult. Each succeeding generation found itself more adapted to its environment, both in a physical sense and with the information gained painfully by their forebearers about the world around them. The more hazardous area of the world were shunned, and the survivors had begun to join in small groups, working towards their common goal of survival. Working thus, these small groups found they no longer needed to devote their entire energies towards survival exclusively. Slowly at first, trade and barter between groups of survivors was established. Religions reformed — considerably altered forms of pre-halocaust religions, but religions none the less. There was time for amusements, idle speculations, and for the first altered (at least by most) to include intelligent mutants. Groups of beings cast by the evening cooking fires. But even as the laughter turned to sounds of sleep, a new danger was born, or perhaps an old danger awoke. Man, while perhaps not still *homo sapiens*, was still man. With trade and barter came jealousy and greed. With the organization of religion came organization of religious hierarchy and the concept of class. And man rediscovered the greatest danger on the entire planet: himself.



As further years took their course, the realization of man as his own enemy became more apparent, although the concept of "man" had to be altered (at least by most) to include inteligent mutants. Groups of beings tended to gravitate towards others of similar ideals and distrust all others, although all but the most outrageously foreign were tolerated to such a degree as was necessary for trade purposes — and also as most groups were too weak to display open hostility for fear of retribution. Substantial evidence indicates that various groups or tribes would unite for the purpose of destroying any that posed a violent threat to the uneasy peace that existed at the time. The correlation of actions between pre- and post-2322 man cannot be denied. This period of time, i.e., the gradual banding together of groups of beings towards their own common goods, is now usually earmarked as the Discovery Period of the Black Years and is (admittedly, somewhat arbitrarily) defined as the years between 2450 and 2511 [see time graph]. Prior to 2450, the survivors of the cataclysm of 2322 had not yet banded info groups large enough for sociological study (and indeed, records for study of the Black Years, as maintained by the Restorationists, one of the groups formed during the Discovery Period, go back only to 2443). 2511 is a convenient cut-off year, however, with the formation of the First Alliance by Gad the Provider.

It is with these basic precepts and understandings, then, that we shall proceed into our study of the Discovery Period.

***

excerpted from "The Black Years — A Sociological Examination"
by the author's permission
Hald Sevrin
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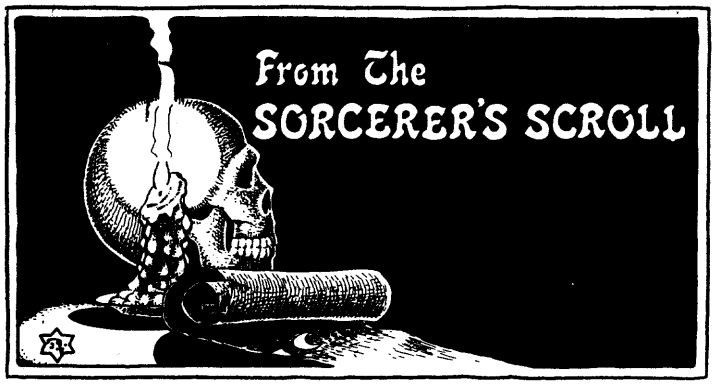


RANDOM GENERATION OF CREATURES FROM THE LOWER PLANES

by Gary Gygax

When I read Gregory Rihn's "Demonology Made Easy" in TD 20 it got me to thinking, and I immediately re-read Jon Pickens' article on random demons (TD 13). Population of the many planes of AD&D will be a problem in the future; most of the monsters now available are designed for the Prime Material world, and when play moves to the various planes, DMs are going to be very busy trying to come up with the creatures who inhabit these strange places. As some start has been made on the lower planes, I thought it would be most helpful to offer a system to aid in the development of more such monsters, for that would help round out those areas rather than sketch in small parts of others. What follows is the current "official" approach, and what you read here will be included in the forth coming DUNGEON MASTERS GUIDE. My thanks to both Greg and Jon!

At times it might be useful to have an unrecognizable creature of evil from the planes of the Abyss, Tarterus, Hades, Gehenna, or Hell. It is no great matter to sit down and design a fairly interesting one given an hour or so, but time or desire lacking, the following will enable you to create one or several such monsters in but a few minutes. The format is straight from the AD&D MONSTER MANUAL for ease of recording and handling the creature(s) developed.

FREQUENCY: Common, uncommon, or rare **(d6= 1,2-3, 4-6)**
NO. APPEARING: 1 to 2-8 **(circumstances must dictate)**
ARMOR CLASS: 0 to -3 **(d4)**
MOVE: 6", 9", 12", 15", or 18" (d8,6-8 = roll d4 for move and creature also has swimming or flying ability; roll d6, 1-2 = swimming, 3-6 = flying, and as a rule these speeds will be greater than land move speed — add 1-4 3" increments as you see fit or by random determination using d4)
HIT DICE: 7 to 10 (d4 + 6, roll a second d4, and on a 4 the creature has 1-4 additional hit points per hit die, as determined by another roll of the d4)
% IN LAIR: (circumstances must dictate)
TREASURE TYPE: low value if any (circumstances must dictate)
NO. OF ATTACKS See ***APPEARANCE TABLE*** below
DAMAGE/ATTACK: See ***ATTACK TABLE*** below
SPECIAL ATTACKS: See ***SPECIAL ATTACKS TABLE*** below
SPECIAL DEFENSES: See ***SPECIAL DEFENSES TABLE*** below
MAGIC RESISTANCE: 5% per hit die (to vary use d6,1= -5%, 2 = -10%, 3 = +5%, 4 = +10%, 5 = +15%, and 6 = STANDARD magic resistance)
INTELLIGENCE: Low, average, very, or high (d4)
ALIGNMENT: According to plane of origin
SIZE: S, M, or L (d8, 1 = S, 2-4 = M, 5-8 = L)
PSIONIC ABILITY: Nil (90%) or 96 - 115 (d20 + 95)
Attack/Defense Modes: A-D (d4)/F-H (d6,1-2 = F, 3-4 = F and G, etc.)

APPEARANCE TABLE:

Head

1. bat-like
2. bird-like*
3. crocodilian
4. horse-like
5. human-like
6. monkey-like
7. snake-like
8. weasel-like

Head Adornment

1. antlers
2. crest or peak
3. horns (1-4)
4. knobs
5. ridge(s)
6. ruff
7. spines
8. none

Overall Visage

1. gibbering-drooling
2. glaring-menacing
3. rotting
4. skeletal
5. twitching-moving
6. wrinkled-seamed

Ears

1. dog-like
2. elephant-like
3. human, tiny
4. human, huge
5. trumpet-like
6. none

Eyes

(d6, 1 + 1, 2-4 = 2, 5-6 = 3-4)

	Eye Color
1. small, multi-faceted	1. amber
2. small, slitted	2. black
3. swivel-socketed	3. blue
4. stalked	4. green
5. huge, flat	5. metallic
6. huge, protruding	6. orange-red

Nose

(if necessary)

1. flat, misshapen
2. huge, bulbous
3. slits only
4. snouted
5. tiny
6. trunk-like

Mouth

(d6,1 = tiny, 2-3 = average, 5-6 = huge)

1. fanged
2. mandibled**
3. sucker-like**
4. toothed, small or ridged
5. toothed, large
6. tusked

BODY ATTRIBUTES

(d6, 1-4 = bipedal, 5-6 = quadrapedal etal)

Bipedal Torso

1. ape-like
2. bear-like
3. bird-like
4. human-like
5. pig-like
6. rat-like

Quadrapedal or Other Torso

1. amoeba-like
2. bison-like
3. crab-like
4. horse-like
5. insect-like
7. serpent-like or reptilian
8. spider-like

General characteristics

1. fat
2. long
3. short
4. thin
5. broad
6. muscled
7. narrow
8. rubbery

Back

1. humped-hunched
2. maned
3. normal
4. spiked-spined-ridged

Wings, (if Any)

1. bat-like
2. bird-like
3. insect-like
4. membranous or fan-like

Skin

1. bald-smooth
2. furred
3. hairy-bristled
4. leathery-leprous
5. scaled
6. slimed
7. warted-bumpy
8. wrinkled-folded
9. feathered
10. transluscent

Predominate Color

1. blackish
2. bluish
3. brownish
4. grayish-whitish
5. greenish
6. orangy
7. pinkish
8. purplish
9. reddish
10. yellowish-tannish

Tail (d6, 1-4 = tail)

1. barbed**
2. dog-like
3. goat-like
4. horse-like
5. lion-like
6. pig-like
7. prehensile
8. stingered**

Body Odor

1. bloody
2. fishy
3. fecal
4. gangrenous
5. moldy
6. sweaty
7. urine
8. vomit

Arms

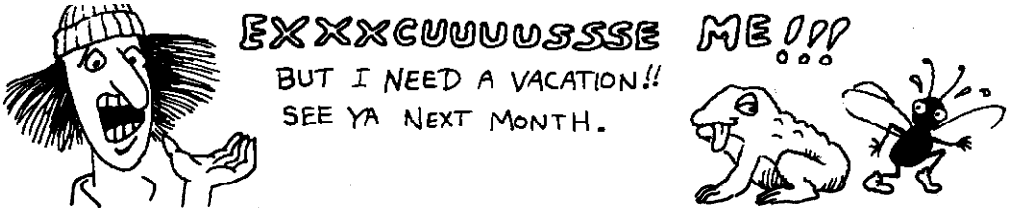
(2 or 4 if bipedal; 2,4, or 6 if otherwise)

1. animal-like
2. human-like
3. insect-like
4. tentacles

Hands

(d6, 1-3 = all alike, 4-6 = different)

1. clawed
2. human nailed
3. pincered
4. taloned
5. tentacle fingered
6. withered and boney



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Legs and Feet
(as applicable)

1. clawed
2. hooved
3. human-like
4. insect-like
5. snake-like
6. suctioned
7. taloned
8. webbed (all swimmers)

**1. duck-like*
2. hawk-like
3. owl-like
4. pelican-like
5. stork-like
6. turkey-like
***Optionally poisoned (or 4 in 6)*

1. +1 on save
2. normal
3. -1 on save
4. -2 on save
5. insanity for 1-4 rounds
6. weakness, 1 point per hit permanently lost

A bit of imaginative creation is helpful in using the tables above. For example, if the creature's body is amoeba-like, you might well decide to give it scores of tiny, bubbling sucker mouths over its entire body, and omit any mouth on the head; of course, body covering would have to be adjusted accordingly, and appendages selected to suit the monster. Likewise, you should feel at ease adding to or amending the tables as you desire in order to arrive at still more diverse and unexpected lower planes' creatures. *(Df. THE DRAGON.* Vol. III, No. 6, whole number *20: "Demonology Made Easy."* Gregory Rihn. This excellent article gives some interesting thoughts on variant creatures of the lawful evil planes!) When you have the form and appearance of the creature, determine strength, if necessary, and then attack capabilities.

Strength	"To Hit"	Damage
01-25 = 17	+1	+1
26-45 = 18	+1	+2
45 - 60 = 18 (01-50)	+1	+3
61-70 = 18 (51-75)	+2	+3
71- 80 = 18 (76-90)	+2	+4
81- 90 = 18 (91-99)	+2	+5
91- 95 = 18 (00)	+3	+6
96-98 = 19	+3	+7
99-00 = 20	+3	+8

ATTACK TABLE

antlers or horns = 1 attack each, damage 1-2 to 2-8
mouth = 1 attack each, damage from 1 to 3-12
tail = special attacks only, damage from 1 to 1-6
hands = 1 attack each possible if no weapon use, strength bonus applicable if used as clubbing weapon, damage from base 1-2 to 2-12
feet = 1 attack each if applicable (flyer, leaper, etc.), damage from 1-2 to 3-12

Damage amount is determined by overall size of creature, with strength bonuses where applicable, and the size and type of body weaponry, *i.e.*, a huge creature with clawed hands would get damage ratings of at least 2-8 per hit. Constriction or hugging damage would be commensurate with a kept creature of the same approximate size. Incidental spine-type damage is best kept relatively low — 1-3, 1-4, or 1-6 range.

Special effects from these attack forms — poison, energy drain, heat, cold, electrical discharge, paralysis, or whatever—should be kept to a minimum.

Special attacks and *special defenses* can't be dealt with in as much detail as would be desirable in a work of unlimited length. The tables below will suggest various magical attack/defense forms, and the DM is urged to add others of his own creation as appropriate to the plane and the creature.

SPECIAL ATTACKS (1-3)

1. ability drain
2. energy drain (cold)
3. gaseous discharge or missile discharge
4. heat generation
5. life level drain
6. spell-like abilities
7. spell use
8. summon/gate

Spell-like and *spell use abilities* should be based upon intelligence level and relative strength in hit dice. Compare daemons, demons, devils, and night hags, From 1-2 spells and a like number of spell-like abilities is sufficient for lesser creatures, while the more powerful and intelligent will get a total of 2-5 of each, some being of higher level (telekinesis, teleportation, etc.).

SPECIAL DEFENSES (1-4)

1. acid immunity
2. cold immunity
3. electrical immunity
4. fire immunity
5. gas immunity
6. metal immunity
7. poison immunity
8. regeneration
9. spell immunity
10. weapon immunity

Immunities above four are possible only if the general class (demons, devils, etc.) has more. Metal immunity can pertain to iron, silver, steel, or any other, including combinations, but excluding magical weaponry. Regeneration base is 1 hit point per turn, with exceptional creatures having a maximum of 1 per round. *Spell* immunity must be limited to 1-4 pre-determined spells. Weapon immunity refers to creatures hit only by magical weapons of a certain value, i.e. + 1, +2, etc.

OTHER ABILITIES (Optional)

1. audial superiority
2. surprise capability
3. visual superiority

Audial or visual superiority will tend to negate surprise and enable detection of creatures through sound or vision. Surprise capability relates to special movement ability and possibly other factors. Visual superiority refers to infravisual and ultravisual capabilities.

To avoid having nothing more than different mixtures of the same old ingredients, be certain that you put a bit of personal creativity into each monster. A list of new and different factors should be started, perhaps in the margin, and then fresh ideas added as they come. When a monster is devised, cross off the unique features from the marginal list.

Convention Schedule 1979

Mon Con III (March 30 - April 1) at Morgantown WV. Science Fiction. Fantasy. Comix. Movies. Games. Star Trek. Contact: Mon Con III, Conference Center, West Virginia University, Morgantown, WV 26506.

Spring Revel (March 31- April 1) at American Legion Hall, 735 Henry Street, Lake Geneva, WI 53147. Dungeons and Dragons. Miniatures. Boardgames. FITS. Rail Baron. The whole TSR crowd will be there. Registration Fee $2.00. No game fees. Contact Joe Orlowski, Spring Revel, P.O.B. 110, Lake Geneva, WI 53147.

Tri-State Con (April 20-22) Cincinnati OH, Contact the Queen City Gamers for further information. Eric Franz, Secretary.

Tippacanoe (and Fantasy Too) Game Convention. (May 4-6) Guest Speakers include Gene McCoy (Wargamers Digest), Duke Siegfried (Heritage), Tom Shaw & Don Greenwood (Avalon Hill), Bob Blake (Winner of the 1st D&D Masters Tournament), Lou. Zocchi (Designer of Luftwaffe, and Battle of Britain). Contact: John Hill, P.O.B. 2071, W. Layfayette, IN 47906.

The Great Canadian Games Adventure (May 18-21) at Ottawa University, King Edward Street, Ottawa Ontario, CANADA. Tournaments. Seminars. Games from Europe, England, and Canada (as well as the U.S.). Dealers. Films. Auctions. 100 rooms on campus, costing from $6.00 to $12.00 a night. Room reservations must be made before May 1. Registration fees are $8.00 before April 1 and $10.00 thereafter. Phone (613) 745-2073 for details or write: CANGAMES 79,201-360 Dundas St., Vanier Ontario, CANADA, K1L 7W7.

MichiCon VIII (June 1-3) sponsored by the Metro Detroit Gamers at Oakland University, Rochester, MI (Just North of Detroit). Over 25 board game tournaments, 10 role-playing game tournaments, over 60 miniatures tournaments and demonstrations, seminars/panels/workshops, auctions, flea markets and over 50 exhibit booths. For more information and pre-registration flier send a SASE to Metro Detroit Gamers, MichiCon VIII, P.O.B. 787, Troy, MI 48099. Pre-registration deadline is May 10, 1979.

GLASCON IV (June 15-17) sponsored by CSUN Simulation Gamers' Association. $3.00 Pre-registration Fee. $5.00 at the door. For more information write CSUN-S A, 7133 Reseda Blvd., Reseda, CA 91335.

Origins '79 (June 22-24) at Widener College, Chester, PA. For more information write: Origins '79, P.O.B. 282, Radnor, PA 19087.

GENCON XII (August 16-19) at University of Wisconsin-Parkside, Wood Rd., Kenosha, WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments. Not to mention seminars, open gaming, and workshops. Pre-registration before July 25 — $10.00. At door — $15.00. Special GENCON XII Information Packet available in April. Contact Joe Orlowski, GENCON XII Coordinator, POB 756, Lake Geneva, WI 53147.

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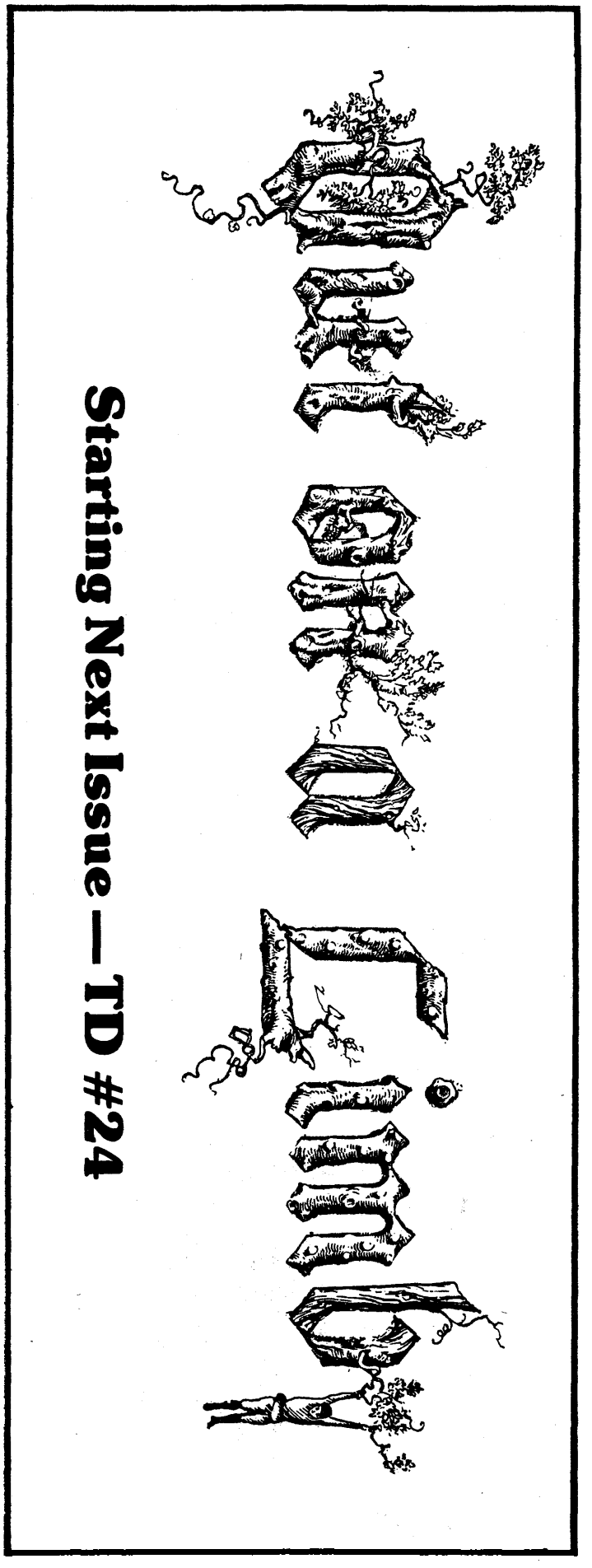
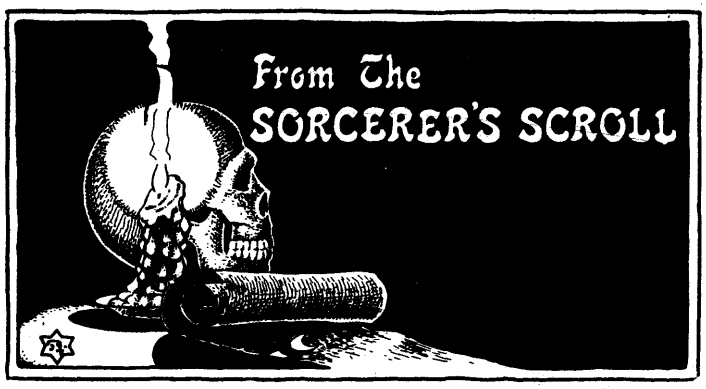




THE MELEE IN D&D®

by Gary Gygax

There is some controversy regarding the system of resolving individual battles used in DUNGEONS & DRAGONS and the somewhat similar ADVANCED DUNGEONS &DRAGONS melee system. The meat of D&D is the concept of pure adventure, the challenge of the unknown, facing the unexpected and overcoming all obstacles. At times this requires combat with spell, missile, and hand-to-hand fighting. How crucial to the game as a whole is the melee? What part should it play? Is "realism" an important consideration? To put the whole matter into prespective, it is necessary to point out that there is probably only a small percentage of the whole concerned with possible shortcomings in the melee system, but even 1% to perhaps 5% of an audience of well over 100,000 enthusiasts is too large a number to be totally ignored. To the majority who do not have problems with the rationale of fantasy melee as presented in D&D, what follows will serve to strengthen your understanding of the processes and their relationship to the whole game. For those who doubt the validity of D&D combat systems, the expostulation will at least demonstrate the logic of the systems, and perhaps justify them to the extent that you will be able to use them with complete assurance that they are faithful representations of the combat potential of the figures concerned.

There can be no question as to the central theme of the game. It is the creation and development of the game persona, the fantastic player character who is to interact with his of her environment — hopefully to develop into a commanding figure in the milieu. In order to do so, the player character must undergo a continuing series of activities which are dictated by the campaign at large and the Dungeon Master in particular. Interaction can be the mundane affairs of food, equipment and shelter, or it can be dealing with non-player characters in only slightly less routine things such as hiring of men-at-arms, treating with local officials, and so on. But from even these everyday affairs can develop *adventures,* and adventurers are, of course, the meat of D&D; for it is by means of adventuring that player characters gain acumen and the wealth and wherewithal to increase in ability level. The experience, actual and that awarded by the DM, is gained in the course of successive adventures, and it is most common to engage in combat.

Hacking and slewing should not, of course, be the first refuge of the beleaguered D&Der, let alone his or her initial resort when confronted with a problem situation. Naturally enough, a well run campaign will offer a sufficient number of alternatives as well as situations which encourage thinking, negotiation, and alternatives to physical force, by means of careful prompting or object lessons in the negative form. Aside from this, however, combat and melee will certainly occupy a considerable amount of time during any given adventure, at least on the average. Spell and missile combat do not consume any appreciable amount of time, but as they are also often a part of an overall melee, these factors must be considered along with hand-to-hand fighting.

What must be simulated in melee combat are the thrusts and blows (smashing and cutting) of weapons wielded as well as natural body weaponry of monsters — teeth, claws, and so forth. Individual combat of this sort can be made exceptionally detailed by inclusion of such factors as armor, weapon(s), reflex speed, agility, position of weapon (left or right hand or both), training, strength, height, weight, tactics chosen (attack, defend, or in a combination), location of successful blows, and results of injury to specific areas. If, in fact, D&D were a game of simulation of hand-to-hand combat utilizing miniature figurines, such detail would be highly desirable. The game is one of adventure, though, and combats of protected nature (several hours minimum of six or more player characters are considered involved against one or more opponents each) are undesirable, as the majority of participants are most definitely *not* miniature battle game enthusiasts. Time could be reduced considerably by the inclusion of such factors as death blows — a kill at a single stroke, exceptionally high amounts of damage — a modified form of killing at a single stroke, specific hit location coupled with specific body hit points, and special results from hits — unconsciousness, loss of member, incapacitation of member, etc.

Close simulation of actual hand-to-hand combat and inclusion of immediate result strokes have overall disadvantages from the standpoint of the game as a whole. Obviously, much of the excitement and action is not found in melee, and even excitement and action is not found in melee, and even shortening the process by adding in death strokes and the like causes undue emphasis on such combat. Furthermore, D&D is a role playing campaign game where much of the real enjoyment comes for participants from the gradual development of the game personae, their gradual development, and their continuing exploits (whether successes or failures). In a system already fraught with numberless possibilities of instant death — spells, poison, breath and gaze weapons, and traps — it is too much to force players to face yet another. Melee combat is nearly certain to be a part of each and

sibility of character death highly likely, but it also allows the wise to withdraw if things get too tough — most of the time in any case.

The D&D combat systems are not all that "unrealistic" either, as will be discussed hereafter. The systems are designed to provide relative speed of resolution without either bogging the referee in a morass of paperwork or giving high probability of death to participants' personae. Certainly, the longer and more involved the melee procedure, the more work and boredom from the Dungeon Master, while fast systems are fun but deadly to player characters (if such systems are challenging and equitable) and tend to discourage participants from long term committment to a campaign, for they cannot relate to a world in which they are but the briefest of candles, so to speak.

In order to minutely examine the D&D combat system as used in the ADVANCED game, an example of play is appropriate. Consider a party of adventurers treking through a dungeon's 10' wide corridor when they come upon a chamber housing a troop of gnoll guards. Let us assume that our party of adventurers is both well-balanced in character race and class. They have a dwarf, gnome, and halfling in the front rank. Behind them are two half-elves. The last rank consists of three humans. Although there are eight characters, all of them are able to take an active part in the coming engagement; spells and missiles can be discharged from the rear or middle rows. The center rank characters will also be able to engage in hand-to-hand combat if they have equipped themselves with spears or thrusting pole arms which are of size useful in the surroundings. The front rank can initially use spells or missiles and then engage in melee with middle rank support, assuming that the party was not surprised. Whether or not any exchange of missiles and spells takes place is immaterial to the example, for it is melee which is the activity in question. Let us then move on to where the adventurers are locked in combat with the gnolls.

Each melee round is considered to be a one minute time period, with a further division into ten segments of six seconds each for determination of missile fire, spell casting and the striking of multiple telling blows. Note that during the course of a round there are assumed to be numbers of parries, feints, and non-telling attacks made by opponents. The one (or several) dice roll (or rolls) made for each adversary, however, determines if a *telling* attack is made. If there is a hit indicated, some damage has been done; if a miss is rolled, then the opponent managed to block or avoid the attack. If the participants picture the melee as somewhat analogous to a boxing match they will have a correct grasp of the rationale used in designing the melee system. During the course of a melee round there is movement, there are many attacks which do not score, and each "to hit" dice roll indicates that there is an opening which may or may not allow a telling attack. In a recent letter, Don Turnbull stated that he envisioned that three sorts of attacks were continually taking place during melee:

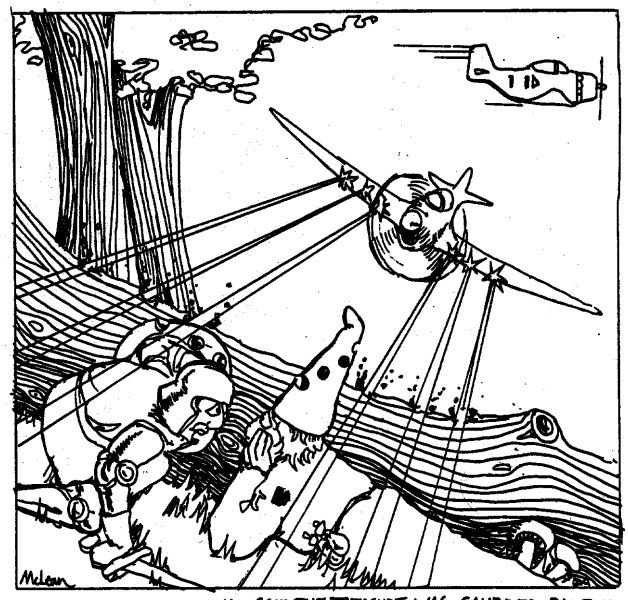
1) attacks which had no chance of hitting, including feints, parries, and the like;

2) attacks which had a chance of doing damage but which missed as indicated by the die roll; and

3) attacks which were telling as indicated by the dice roll and subsequent damage determination.

This is a correct summation of what the D&D melee procedure subsumes. Note that the skill factor of higher level of higher levelfighters — as well as natural abilities and/or speed of some monsters — allows more than one opportunity per melee round of scoring a telling attack as they are more able to take advantage of openings left by adversaries during the course of sparring. Similarly, zero level men, and monsters under one full hit die, are considered as being less able to defend; thus, opponents of two of more levels of hit dice are able to get in one telling blow for each such level or hit die.

This melee system also hinges on the number of hit points assigned to characters. As I have repeatedly pointed out, if a rhino can take a maximum amount of damage equal to eight of nine eight-sided dice, a maximum of 64 or 72 hit points of damage to kill, it is positively absurd to assume that an 8th level fighter with average scores on his or her hit dice and an 18 consititution, thus having 76 hit points, can physically withstand more punishment than a rhino before being killed. Hit points are a combination of actual physical consititution, skill at the avoidance of taking real physical damage, luck and/or


1 lb
Y'KNOW, WIZ, WHEN YOU SAID THE TREASURE WAS GAURDED BY TWO FIGHTERS, I SORT OF FIGURED YOU MEANT LORDS OR MIRMIDONS OR SOMETHING IN THAT LINE.

magical or divine factors. Ten points of damage dealt to a rhino indicated a considerable wound, while the same damage sustained by the 8th level fighter indicates a near miss, a slight wound, and a bit of luck used up, a bit of fatigue piling up against his or her skill at avoiding the fatal cut or thrust. So even when a hit is scored in melee combat, it is more often than not a grazing blow, a scratch, a mere light wound which would have been fatal (or nearly so) to a lesser mortal. If sufficient numbers of such wounds accrue to the character, however, stamina, skill, and luck will eventually run out, and an attack will strike home . . .

I am firmly convinced that this system is superior to all others so far concieved and published. It reflects actual combat reasonably, for weaponry, armor (protection and speed and magical factors), skill level, and allows for a limited amount of choice as to attacking or defending. It does not require participants to keep track of more than a minimal amount of information, it is quite fast, and it does not place undue burden upon the Dungeon Master. It allows those involved in combat to opt to retire if they are taking too much damage — although this does not necessarily guarantee that they will succeed or that the opponents will not strike a telling blow prior to such retreat. Means of dealing fatal damage at a single stroke or melee routine are kept to a minimum commensurate with the excitement level of the system. Poison, weapons which deliver a fatal blow, etc. are rare or obvious. Thus, participants know that a giant snake or scorpion can fell with a single strike with poison, a dragon or a 12 headed hydra or a cloud giant deliver considerable amounts of damage when they succeed in striking, and they also are aware that it is quite unlikely that an opponent will have a *sword of sharpness*, a *vorpal blade*, or some similar deadly weapon. Melee, then, albeit a common enough occurrence, is a calculated risk which participants can usually determine before engaging in as to their likelihood of success; and even if the hazards are found to be too severe, they can often retract their characters to fight again another day.

Of course, everyone will not be satisfied with the D&D combat system. If DM and players desire a more complex and time consuming method of determining melee combat, or if they wish a more detailed but shorter system, who can say them nay. However, care must be taken to make certain that the net effect is the same as if the correct system had been employed, or else the melee will become imbalanced. If combat is distorted to favor the player characters, experience levels will rise too rapidly, and participants will become bored with a game which offers no real challenge and whose results are always a foregone conclusion. If melee is changed to favor the adversaries of player characters, such as by inclusion of extra or special damage when a high

number is rolled on a "to hit" die, the net results will also be a loss of interest in the campaign. How does a double damage on a die score of 20 favor monsters and spoil a campaign? you ask. If only players are allowed such extra damage, then the former case of imbalance in favor of the players over their adversaries is in effect. If monsters are allowed such a benefit, it means that the chances of surviving a melee, or withdrawing from combat if things are not going well, are sharply reduced. That means that character survival will be less likely. If players cannot develop and identify with a long lived character, they will lose interest in the game. Terry Kuntz developed a system which allowed for telling strokes in an unpublished game he developed to recreate the epic adventures of Robin Hood *etal*. To mitigate against the loss at a single stroke, he also included a saving throw which allowed avoidance of such death blows, and saving throw increased as the character successfully engaged in combats, i.e. gained experience. This sort of approach is obviously possible, but it requires a highly competent designer to develop.

Melee in D&D is certainly a crucial factor, and it must not be warped at risk of spoiling the whole game. Likewise, it is not unrealistic — if there is such a thing as "realism" in a game, particularly a game filled with the unreal assumptions of dragons, magic spells, and so on. The D&D melee combat system subsumes all sorts of variable factors in a system which must deal with imaginary monsters, magic-endowed weaponry, and make-believe characters and abilities. It does so in the form as to allow referees to handle the affair as rapidly as possible, while keeping balance between player characters and opponents, and still allowing the players the chance of withdrawing their characters if the going gets too rough. As melee combat is so common an occurrence during the course of each adventure, brevity, equitability, and options must be carefully balanced.

Someone recently asked how I could include a rule regarding weapons proficiency in the ADVANCED game after decrying what they viewed as a similar system, bonuses for expertise with weapons. The AD&D system, in fact, penalizes characters using weapons which they do not have expertise with. Obviously, this is entirely different in effect upon combat. Penalties do not change balance between character and adversary, for the player can always opt to use non-penalized weapons for his or her character. It also makes the game more challenging by further defining differences in character classes and causing certain weapons to be more desirable, i.e. will the magic hammer + 1 be useful to the cleric? It likewise adds choices. All this rather than offering still another method whereby characters can more easily defeat opponents and have less challenge. How can one be mistaken as a variation of the other? The answer there is that the results of the two systems were not reflected upon. With a more perfect understanding of the combat system and its purposes, the inquirer will certainly be able to reason the thing through without difficulty and avoid spoiling the game in the name of "realism."

Realism does have a function in D&D, of course. It is the tool of the DM when confronted with a situation which is not covered by the rules. With the number of variables involved in a game such as D&D, there is no possibility of avoiding situations which are not spelled out in the book. The spirit of the rules can be used as a guideline, as can the overall aim of rules which apply to general cases, but when a specific situation arises, judgement must often be brought into play. Sean Cleary pointed this out to me in a letter commenting on common misunderstandings and difficulties encountered by the DM. While the ADVANCED system will make it absolutely clear that clerics, for example, have but one chance to attempt to turn undead, and that there is no saving throw for those struck by undead (life level is drained!), there is no possibility of including minutia in the rules. To illustrate further, consider the example of missile fire into a melee. Generally, the chances of hitting a friend instead of a foe is the ratio of the two in the melee. With small foes, the ratio is adjusted accordingly, i.e. two humans fighting four kobolds gives about equal probabilities of hitting either. Huge foes make it almost impossible to strike a friend, i.e. aiming at a 12' tall giant's upper torso is quite unlikely to endanger the 6' tall human of a *javelin of lightning bolts* into a melee where a human and a giant are engaged. The missile strikes the giant; where does its stroke of lightning travel? Common sense and reality indicate that the angle of the javelin when it struck the giant will dictate that the stroke will travel in a straight line back along the shaft, and the rest is a matter of typical positions and angles — if the human was generally before the giant, and the javelin was thrown from behind the human, the trajectory of the missile will be a relatively straight line ending in the shaft of the weapon and indicating the course of the bolt of lightening backwards. The giant's human opponent will not be struck by the stroke, but the lightning will come close most probably. Therefore, if the human is in metal armor a saving throw should be made to determine if he or she takes half or no damage.

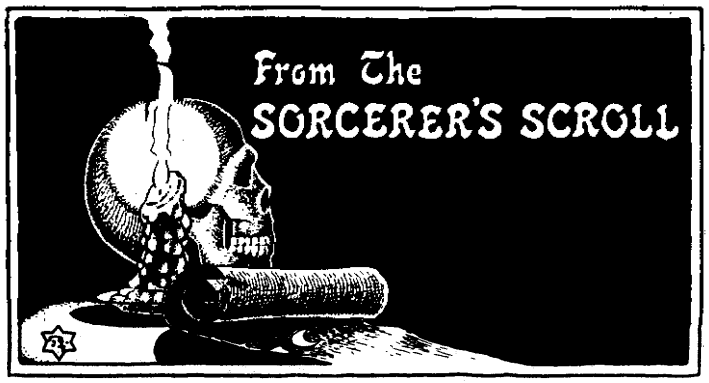
In like manner, reality can illustrate probabilities. If three husky players are placed shoulder to shoulder, distances added for armor, and additional spaces added for weapon play, the DM can estimate what activities can take place in a given amount of space. Determination of how many persons can pass through a door 5' wide can be made with relative ease — two carefully, but if two or three rush to pass through at the same time a momentary jam can occur. How long should the jam last? How long would people actually remain so wedged? With an added factor for inflexible pieces of plate mail, the answer is probably one or two segments of a round. Of course, during this period the jammed characters cannot attack or defend, so no shield protection or dexterity bonus to armor class would apply, and an arbitrary bonus of + 4 could be given to any attackers (an arbitrary penalty of -4 on saving throws follows).

The melee systems used in D&D are by no means sacrosanct. Changes can be made if they are done intelligently by a knowledgeable individual who thoroughly understands the whole design. Similarly, "realism" is a part of melee, for the DM must refer to it continually to ajudicate combat situations where no rules exist, and this handling is of utmost importance in maintaining a balanced melee procedure. With this truly important input from the referee, it is my firm belief that the D&D system of combat is not only adequate but actually unsurpassed by any of its rival's so-called "improvements" and "realistic" methods. The latter add complication, unnecessary record keeping, or otherwise distort the aim of a role playing game — character survival and identification. What is foisted off on the gullible is typically a hodge-podge of arbitrary rulings which are claimed to give "realism" to a make-believe game. Within the scope of the whole game surrounding such systems, they might, or might not, work well enough, but seldom will these systems fit into D&D regardless of the engineering attempts of well-meaning referees.

The logic of the D&D melee systems is simple: They reasonably reflect fantastic combat and they work damn well from all standpoints. My advice is to leave well enough alone and accept the game for what it is. If you must have more detail in melee, switch to another game, for the combat portions of D&D are integral and unsuccessful attempts to change melee will result in spoiling the whole. Better to start fresh than to find that much time and effort has been wasted on a dead end variant.

AND A FEW ADDITIONAL WORDS . . .

Those of you who read the first article in this series ("Dungeons & Dragons, What It ls And Where It Is Going," DRAGON #22) will appreciate knowing that TSR is now in the process of creating its Design Department. Jean Wells is now on the staff in order to give the game material with a feminine viewpoint — after all, at least 10% of the players are female! Lawrence Shick also joined us recently, and he will work primarily with science fantasy and science fiction role playing adventure game material, although you'll undoubtedly be seeing his name on regular D&D/AD&D items as well. In the coming months I envision the addition of yet more creative folks, and as new members are added to our staff, you'll read about it here. What TSR aims to do is to assure you that you get absolutely the finest in adventure gaming regardless of the form it is in; and the new Design Department will answer your questions, handle the review of material submitted for possible publication by TSR, appear at conventions, design tournaments, author material for this publication (and probably for other vehicles as well), and create or assist with the creation of playing aids and new forms of adventure games. This is a big order, certainly, but both Jean and Lawrence are talented and creative gamers. Expect great things from them, and the others who will join them soon, in the months to come!



THE PROPER PLACE OF CHARACTER SOCIAL CLASS IN D&D®

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Insertion of randomly determined social class is sometimes touted as an improvement or valuable addition to the existing game system. This sort of assertion seems valid on the face of it, for doesn't the game benefit from assigning social classes to player characters? Isn't a new dimension added when the rank of characters is known and considered? Before answering those questions, consider from whence the idea of social classes came. Professor M.A.R. Barker suggested social classes in his instruction manual for his monumental game, *EMPIRE OF THE PETAL THRONE.* The *EN GARDE* game by Game Designers Workshop contained a lengthy treatment of social class and birth tables. Those who saw these works and decided to insert them into *D&D* failed to recognize one important singularity common to each of the aforementioned games which is not possessed by *DUNGEONS & DRAGONS®/ADVANCED DUNGEONS & DRAGON®.* Both the world of Tekumel and that of the Three Musketeers *etal* have a complex and detailed social system already devised for them — one from the creativity of Professor Barker, the other drawn from the history and legends of the period of Cardinal Richelieu, the early Seventeenth Century. *D&D* has no such cultural and social background.

Because *D&D* does not have a predetermined culture and social structure, it is totally foolish to plug in a system which assigns a class rating to characters, unless the social class determination is very basic and non-specific such as:

01-75 character is of common background
76-95 character is of aristocratic background
96-00 character is of upper class background

Note that this sort of determination is not particularly useful, but it does not preordain a social order, either. Use of a more specific method causes the Dungeon Master to automatically accept a social order he or she may well have no desire to include in the campaign, for lack of knowledge or personal preference or any other reason. All of the social distinction tables assume nobility or offices or professions which are not universal to all cultures. Use of such tables means that the DM has accepted the premise that his or her campaign, in fact, has such classes of nobles, professions, or offices.

D&D is a fantastic medieval game system. This does not mean that it is medieval in the European sense, although a campaign milieu based loosely upon mythical feudal Europe is not precluded. However, it could as well be set in the Near or Far East, in a mythical place, in a mythos with an ancient-medieval atmosphere (such as Robert E. Howard's "Hyborean Age"), or just about any other desired milieu. The important factor is medieval technology, not necessarily feudalism with primogeniture, entail, and a Salic Law.

So-called birth tables are likewise of highly questionable value to DMs. These tables dictate to the Dungeon Master the rank of a male player character's birth, i.e. first, second, third, etc. Again, the information is useful only when a culture which is basically feudal European (with primogeniture, entail, and Salic Laws regarding inheritance and titles) is considered. What if some other system is desired by the DM? Out the window with the birth tables, of course. Furthermore, even if a basically feudal society is presupposed in the campaign, what use are birth tables which indicate that a player character is a first-born son of a ruling monarch or major noble? How can one conceive of such a personage going out adventuring at the risk of life and limb?! Has the individual abdicated his inheritance? Does he have amnesia? Where are his guards and retainers? Does his sire know what he is doing and where? And all of this when a compatible social order is considered. Now envision use of such systems in a milieu which is neither feudal nor male-oriented — a hierarchy based on matriarchal principles, for example. Inclusion of such tables simply is unthinkable. For these very reasons, *D&D* does not contain any systems of social classification, for the DM must first decide upon the culture and society of the campaign before any valid system can be designed, and there are far too many variables, so the task is strictly that of the DM. Any detailed system will impose its own order upon the campaign, as well as possibly forcing the DM to accept certain premises regarding player characters which do not fit into the schema of the milieu.

For the sake of discussion, a number of government forms are given below. Several of these names were coined on the spot in order to describe types of governments which would be applicable in a *D&D* campaign milieu. The list is by no means exhaustive, and DMs should feel right in devising any sort of government which is reasonable within the parameters they have set for their particular "worlds". Government forms are:

ANARCHY — No formal government and no social classes

ARISTOCRACY — Government by a privileged class, this class so vested with power to rule being determined by virtually any circumstances of social or economic relevance

AUTOCRACY — Government which rests in self-derived, absolute power (an emperor or dictator is typically an autocrat, but the variations are many)

BUREAUCRACY — Government by department, rule being through the heads and chief administrators of the various departments of the system

CONFEDERACY — A league of possibly diverse governmental and social entities designed to promote the common weal of each

DEMOCRACY— Government by the people, i.e. the established body of citizens, whether direct or through elected representatives

FEODALITY — Feudal government where each authority derives authority and power from the one above and pledges fealty in like manner

GERIATOCRACY — Government by the very old

GYNARCHY — Government by females only

HIERARCHY — Typically religious government with a structure somewhat similar to a feodality

MACOCRACY — Government by professional magic-users

MATRIARCHY — Government by the eldest females of whatever social units exist

MILITOCRACY — Government by military leaders and the armed forces in general

MONARCHY— Government by a single sovereign, usually hereditary, whether absolute in power or limited (such as the English monarchs were by the Magna Carta)

OLIGARCHY — Government by a few, usually absolute, rulers who are co-equal

PEDOCRACY — Government by the learned and savants

PLUTOCRACY — Government by the wealthy

REPUBLIC — A government of representatives of an established electorate

THEOCRACY — God-rule, or rule by a god's direct representative

Let us assume a campaign in which the DM desires to develop play around two diverse portions of the campaign area, in this instance a portion of a continental land mass. The western nation is an oligarchy, while the east is fragmented into numbers of small feudal states which the oligarchy keeps in constant turmoil and warfare through clever machination. If player characters begin in an eastern land — more likely a place for adventuring — the social order will tend to be feudal or

semi-feudal. Let us further assume they start out in a small province of a small kingdom ruled by an absolute monarch. Near equals to the king are the peers of the realm — dukes, princes, the greatest churchmen, marquises, counts (or earls), great churchmen, viscounts, barons, and lesser great churchmen. Considered separately are knights, for those given this status by the king are peers, those with lesser knighthoods still ranking amongst the nobility. Of course, nobles are not necessarily knighted; and knighthood, unlike titles of nobility, can not be inherited.

Below the nobility and knights is a broader class of society, the gentry. Gentlemen, or the gentle born, are from families with land holdings or great wealth from mercantile activity and the like. The great offices of the kingdom — chancellor, marshal, constable, etc. — are drawn from the nobles; but the lesser office holders — bailiffs, magistrates, justices, etc. — will be drawn from the gentry. Outstanding members of the class will be knighted. Exceptional knights will be elevated to the peerage. Civic leaders are typically of this class.

Next after the gentry are the freemen and artisans. This class is comprised of small landowners, tradesmen, and skilled craftsmen. This class furnishes candidates for very minor offices of the government and will be active in the affairs of small community government, usually serving under the leadership of a gentleman. Rarely will members of this class be knighted.

Below the freemen and artisans come the laborers. These are free folk, but they have neither land nor skills. They are tenant farmers, workers, and peddlers. These folk come under all of the upper classes, and they can aspire to become freemen, although there is little likelihood of this move occurring, as money or opportunity is scarce.

The lowest class is far and away the largest. It is made up of servants, bondsmen, and serfs. Servants and bondsmen can eventually move into the laborer class; serfs can have no such hope, as they are confined by law to work the land for their liege lord, be it nobleman, churchman, gentleman, or even freeman.

Player characters beginning in this social order will be of noble origin only if the DM desires to include this as a factor. Frankly, only the younger sons of any noble family would have any reason to become adventurers in most cases, for the first born will inherit the title and lands, and the second and third sons will certainly be provided for by means of clerical offices and government positions. Royal sons are always given titles and lands regardless. If first-born sons or royal family members become involved in a campaign as player characters, there must be a reason for this! Where will adventurers come from then? Not from the peasants, for they are probably absolutely forbidden to possess and bear arms, except when impressed into levied bands by their liege lords. Most adventurers will come from the laboring, freeman/artisan, or gentle class. The percentage of adventurers from each class is entirely dependent upon campaign circumstances such as the largest urban area nearby, local and regional government, economic factors, etc. Let us suppose, for the sake of the example, that there is a 5% chance that a character will be from the lowest class, 10% chance of being from the laboring class, 30% from the class of freemen and artisans, and 50% from the gentle class. (More weight is given to the more privileged classes as they are more likely to be able to afford or otherwise have the means to have their sons — or daughters — given the background necessary to become an adventurer.) A 5% chance is also given for a lesser noble class background, for anything greater in percentage or higher in class would cause severe campaign anomalies. What does this all mean?

Well, starting funds and equipment must be adjusted to suit social class, although some weight can be given to the possibility of previous gains and losses to balance things out a bit. The major effect such social level determination would have is in the area of profession. All thieves and assassins could come only from the two lowest social classes. Clerics could come only from the levels above the two lowest. Magic-users could come only from the three highest levels. Paladins could come only from the highest class. In general, skills learned before becoming an adventurer are non-existent outside those peculiar to the profession of the character. For example, the son of a cheese maker will be sent away at a young age to receive a clerical education, or serve as an apprentice magic-user, without benefit of training in his father's business. Each adventurer will have basic skills and knowledge to his or her profession and little else. Fighters are the sole possible exception, for their apprenticeship would typically come later and consist of service with a levied or militia force, then as a mercenary or recruited man-at-arms, and only thereafter as a 1st level (veteran) fighter. Therefore, consideration to the possibility of the character possessing one or more skills in addition to fighting ability is not unreasonable. These skills would be commensurate with social class and background based upon the milieu.

D&D was purposely sketchy and vague regarding government and social systems, for not only would any attempt at detailing such information be of considerable length, but it would also take away the prerogatives of the DM. The governments and social systems of a campaign should be devised and developed directly by each individual DM with an overview of his or her entire campaign, both the introductory milieu, and the eventual scope of the "world" and the universe (or "multiverse") in which it is set. To force any order upon the DM is to curtail the scope he or she has in devising such settings. This is not to say that it is wrong to have package offerings such as the Judges Guild *CITY-STATE* or TSR's. *WORLD OF GREYHAWK.* In such as these, there can be no question in the purchaser's mind as to what is offered, a milieu which is already developed. The D&D rules are distinct, however, in that they instruct the DM as to how the game is played and mention only in passing that an entire "world" must be developed to house the campaign. The design of that world was left as the purview of each individual DM. The explosion of D&D's popularity, and human nature too, has tended to promote an increasing acceptance of social class distinctions and tables without due consideration for long term campaign effects. At the very least this has resulted in some very odd settings, and at worst it has promoted the early demise of campaigns — typically with attendant reorganization and restarting with revised ideas and rules. In order to save DMs from this difficulty, a thorough treatment of society and government forms is needed. Space and time disallow any indepth treatment, even assuming a qualified authority could be found to do a thesis on the topic for us. DMs must be prepared to research the topic for themselves and develop systems which suit their needs.

D&D is principally medieval in respect to the technology of its arms, armor, and military arts. Even assuming the DM wishes to adhere to a medieval milieu, many sorts of historic government forms and social orders are available —the English monarchy, the Swiss confederation, the Holy Roman electorate, the Byzantine Empire, various Arab states, or even the horse nomads of Central Asia can be used as models, and that is but a sampling. Consider some of these other possible forms which may or may not draw. upon historical bases. Then create the societies you desire.

It is obvious then, that only the individual Dungeon Master is capable of properly establishing the social order of his or her individual campaign. Active inclusion of this consideration will necessarily place some further restrictions on player character choices as to profession, but this is not necessarily a drawback; and it might well be desirable in certain cases, as it will tend to encourage more fighters and reward them with bonuses in the area of knowledge and skills not possessed by other classes of adventurers. Inclusion of an overall social structure and classes is, of course, a necessity in any large campaign. This is not merely an embellishment; it is an integral part of the development of the milieu. Furthermore, inclusion of important personages from higher levels of society will tend to add greatly to the campaign in various ways, whether from taking service with a noble to rescuing a prince or princess, such interaction adds to the scope and meaning of the campaign.

What is also obvious is that social class is certainly not something to be added lightly, a factor to be sprinkled whimsically into the campaign or tossed into the whole by random chance. A well run and meaningful campaign will have an equally well devised social system and class determination according to forethought precepts. I suppose it is best summed up by the old adage, 'class will tell' . . .

DMG Finished

As of this writing the manuscript for *DUNGEON MASTERS GUIDE* has at long last been completed, save for a few pages of probable rewrites and transitional material which editing will uncover. This has been a long and lousy struggle for me, as there have been so many other things to do, and great numbers of interruptions in the work flow. It is fun to be

Continued on page 33

body, Leof knew that the blow had done its work. The sharpness of the pain was all that stood but momentarily between him and the final blackness, and he sought to make these last few moments to good advantage.

He struggled with fumbling fingers to free the Holy Hand Grenade from his trappings. With the last gasp of strength he pulled the pin and hurled it directly at the brawny fighter's face.

The room was suddenly filled with screams and running feet, all trying for the door — but much too late. As the last of life leaked from the fallen elf, the expanding shock wave reached the walls and rebounded back through the room, time and time again. Only through the opened door did the explosion find relief, hurling the crowded bodies against the far side of the passage, then to pass with ever diminishing force, in both directions through the corridor.

Around a nearby corner a contingent of orc guards advanced on their hourly rounds. But as they reached the turning, those behind saw the van thrown backwards, instantly gellied by the still expanding wave-front, only, moments later, to find the selfsame doom.

Eventually the wave died out, much diminished by its travels, spent by reflection from the walls, diluted by expansion into many rooms and chambers, and once again quiet reigned.

* * *

"And that's the story," my guest was saying. "I was on the other side of the partition at the time of the fight. In fact, I was just on my way back to try to attract Roods attention to the flight of descending stairs that I had found. But when I opened the door, the grenade went off and knocked me backwards, down the stairs. By the time I climbed back up, it was over. Everywhere, pulped remains." He gulped. "Good thing I have an iron constitution."

"That's some story," I said, ignoring his levity. "Tell me, what do you think went wrong?'

"Well, they were obviously a badly matched group. After they lost their leader the natural inclinations of each just oozed out and inhibited their working as a team."

"And that's it?' I said incredulously, knocking the ashes from my pipe.

"Not all of it, by any means," he replied. "Although that did contribute a good deal to the situation." He paused for a long pull at his glass.

"While all of this was building beneath the surface, even then it may not have come into the open," he continued. "Had Snafu not so evinced his greed over that dagger things may not have gone so poorly."

* * *

MORAL: Keep your hands out of stranger's drawers.

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Continued from page 13

able to create in an atmosphere of calm and quietude — someday I'll get a chance to try it. I do hope all of you enjoy the end result. In addition to the credits inside DMG, and the list is very long, I would like to mention the following individuals who have contributed as follows: Outside reading and considerable input into the final product, in order of input — Len Lakofka, Tom Holsinger, and our usual stalwarts Gay Jaquet, Will Niebling, and Jim Ward. TSR's new Design Department, namely Lawrence Shick and Jean Wells, undertook the authorship of two sections — ostensibly to test the mettle of these good folk, but actually to assure that the whole manuscript would be finished in a timely manner. Lastly, and it is unfair that it always comes thus, the Production Department staff headed by Mike Carr and ably seconded by Tim Jones and Al Hammack, have done wonders in organizing, emending and otherwise cleaning up what I wrote in a stream-of-consciousness fashion, often under stress or too hurriedly.

This is also a good time to pass on thanks to the good people who write to me with comments, ideas, criticisms, and whatever — people, such as Steve Marsh, John Sapienza, John Baillie, and many others. While we do not always agree, I do appreciate the exchange of ideas and opinions offered thereby. I enjoy the opportunity to "talk shop" in person or through correspondence, although time often prevents me from replying at length to any missive. The foregoing material was written immediately after our *Spring Revel* minicon, where I DMed four sessions and spent a few hours discussing the game with the folks there. Now let's see what comes from my upcoming trip to CANGAMES in May.

GENCON XII Status Report

By the time you see this report, the convention information packet will finally be ready to be mailed out. The numerous goodies inside are legion and even I am impressed by the wonderful response we have received from many individuals wishing to judge tournaments and tourneys. I only hope that our hobby's manufacturers will be as generous. Some of these events bear mentioning even before the convention packet is mailed.

BOARDGAMES: Avalon Hill has graciously said they would sponsor an Avalon Hill Classic. (A special tournament based on the oldies, but goodies, such as Africa Korps, Waterloo, Stalingrad, and sometimes D-Day or Battle of The Bulge). SPI & GDW will also be sponsoring tournaments. Not to mention the numerous small tourneys put on by TSR Staff and Friends.

SEMINARS: John Prados (designer of AH's *Third Reich* and OSG's *Panzerkrieg)* has committed to do a solo seminar on designers and game design, and a workshop where budding game designers can talk over design theory and receive help with design problems. We have received several maybes from other game designers and developers, but John is the first one to come up with a concrete proposal.

MINIATURES: I am getting some remarkable help from R. Johnson and the Milwaukee Wargaming Community. Ships, Tanks, D&D®, Napoleonics, Ancients, EPT, and English Civil War will all be represented, as well as many other aspects of miniature gaming. Besides this, we are moving the miniature playing area to less chaotic surroundings. I believe this area to be one of the true highlights of the convention.

ROLE-PLAYING —last but certainly not least, as the saying goes. The D&D Masters Tournament (Sorry folks by Invitation Only) begins on Thursday. Friday AND Saturday sees the beginning of the D&D Open Tournament (Sorry, only 500 openings!) A *Dungeon!* tournament will also run on Saturday. Numerous other events such as EPT, Runequest, Chivalry & Sorcery, Boot Hill, and other games including the infamous Schurmashultz and Sorcery, Numerous tourneys in this area of gaming interest.

OPEN GAMING ROOM — This is the room where you can leave messages about floating games, find opponents and generally where we can help you get all the open gaming your heart desires.

As you can see we have a lot of stuff cooking. How I am ever going to put it all in a convention handbook is beyond me. Anyway hope to see you at GENCON XII.

Joseph G. Orlowski
GENCON Coordinator.

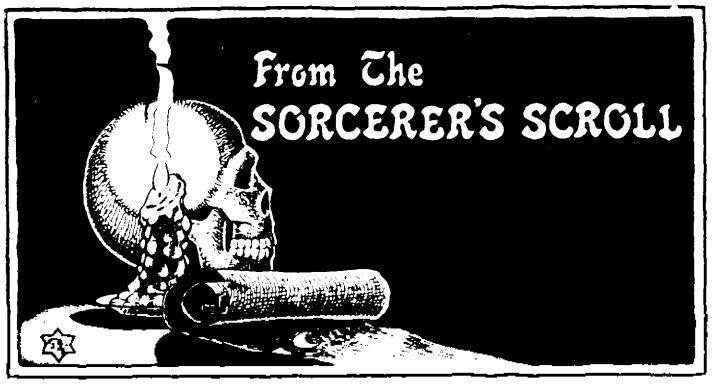
Judges/Events Wanted FOR GenCon XII

Many of you complained that there were not enough miniature games, boardgames, role-playing games, computer games ectera etal at last year's GenCon. If you think GenCon needs more of *Something,* why don't you help make sure it's available in large quantities in GENCON XII.

Small tourneys can be just as fun as large ones for the avid gaming crowd. Prizes can be arranged by us costing a potential judge little or nothing. So come on! Give your fellow gamers a break, and have a good time too! Contact us at:

GenCon XII —Tourneys, POB 110, Lake Geneva, WI 53147

Judges get **FREE** admission to GENCON. See the entire convention for free! Recognized events only.



D&D®, AD&D® AND GAMING

by ©Gary Gygax

Adventures of the cerebral type have been with us for as long as mankind has told tales around campfires. Role playing is at least as old as this too, if one considers early religious or quasi-religious rites. Both advanced in form during the Golden Age of Greece, assuming forms which are close to those of today. How modem-era adventure games came into being is connected to all of this, for they owe their existence to *D&D*, a fact which cannot be disputed. Fantasy wargaming began before adventure gaming. In fact it began before *CHAINMAIL*. Tony Bath of England was conducting table top battles roughly based on the "Hyborean Age" of Robert E. Howard's *Conan* years before the "Fantasy Supplement" of *CHAINMAIL* was published. Similarly, role playing has been common in wargaming for years—decades, I suspect, when one considers the length of time that hobby has been pursued in England. I can personally recall being part of the nationwide game which was conceived by "The AdHoc Committee for the Re-Reinstitution of WWII". The group was based in Stanford University, and this writer was given the role of the Chinese Communist commander, while my friend, Don Kaye, was the Chinese Nationalist leader, and our associate, Terry Stafford of Chicago, was the British Far East Squadron Commander. Interesting and differing roles, but all involving thousands, or millions, of men to be commanded.

Our own local group, the Lake Geneva Tactical Studies Association, became involved in one-to-one gaming about 1970. Mike Reese and Leon Tucker, both strong proponents of WWII miniatures gaming, and Jeff Perren and I with our medieval miniatures, provided the group with many hours of enjoyment around the large sand table which reposed in the basement of my home. At various times our number commanded a squad or more infantry, bands of marauding Vikings, a key bunker, a troop of Mongolian light horse, a platoon of AFVs, and so on. Some of these roles lasted for a single game or two, some included large scale map movement and the many engagements which constitute a campaign. Late in 1972 these roles were extended to include superheroes and wizards, as the special fantasy section of what was to become *CHAINMAIL* was play-tested. Magic-users defended their strongholds from invading armies, heroes met trolls, and magic items of great power were sought for on the same sand table which had formerly hosted Normans, Britain English and tanks in Normandy. These games were certainly adventures, and role playing was involved, yet what was played could by no means be called either *D&D* or adventure gaming.

When Dave Ameson, already a member of the *International Federation of Wargaming*, joined the *Castle & Crusade Society*, he began playing in our loosely organized campaign game. Now most of the action therein was conducted by the LGTSA, using my sand table, other members of the society coming for visits to my place to join in from time to time. Dave had a large group in the Twin Cities, and they desired to do their own thing. Dave, an expert at running campaign games, began to develop his own "Fief" as a setting for medieval fantasy campaign gaming, reporting these games to the head of the *C&C Society*. Using *CHAINMAIL's* "Fantasy Supplement" and the "Man-To-Man" rules of the same work, Dave made some interesting innovations: First, he gave his fellows more or less individual roles to play—after all, "Blackmoor"

Over $500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's GenCon, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over $500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular*. Micro Scale is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts*, Valiant *Fighting Sail, Superior*, Waterline, etc. i.e., any scale smaller than 1/200, inclusive) and airplanes. The Micro Scale class is further divided into two categories: *Unit* and *diorama. Unit is* defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

Dioramas are limited only in base size-15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The *Historical* category is further divided into two sub-classes- *Unit* and *Diorama.* The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit, Diorama* and *Monster*. Unit is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both Unit and Monster, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a $1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in *your packing*. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: Micro-Scale Unit; Micro-Scale Diorama, Historical Unit, Historical Diorama, Fantasy & SF Unit, Fantasy & SF Diorama and Fantasy Monster. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award. Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with $250 in gift certificates. *Best of Show* will receive a $150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes Award* merits a $100 G.C. from The Dungeon. The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

was just a small section bordering on the "Great Kingdom", and there weren't all that many heroes and wizards and men-at-arms to parcel out. Then, Dave decided that he would allow progression of expertise for his players, success in games meaning that the hero would gain the ability of five, rather than but four men, eventually gaining the exaulted status of superhero; similarly, wizards would gain more spells if they proved successful in their endeavors. Lastly, following *CHAINMAIL's* advice to use paper and pencil for underground activity such as mining during campaign game sieges, and taking a page out of the works of Howard and Burroughs *etal*, he brought the focus of fantasy miniatures play to the dungeon setting.

CHAINMAIL had proved to be highly successful primarily due to its pioneering concepts in fantasy and individual gaming concepts—the tail end of the work which wagged the rest. Dave Arneson expanded upon these areas, and when he and I got together, the ideas necessary to create *D&D* were engendered. After a brief visit, Dave returned home, and within a few days I had a copy of his campaign notes. A few weeks of play-testing swelled the ranks of the LGTSA to a score or more of avid players, and the form of *D&D* began to take shape. If you ever meet someone who claims to have played the game since 1973, you can believe him or her, for by the spring of that year I had completed the manuscript for the "Original" version of *D&D*, and copies were handed out but in order to stop the late night and early morning phone calls asking weird questions about clerics or monsters or whatever.

By the Time *DUNGEONS & DRAGONS* was published (January, 1974) there were already hundreds of players, and the major parts of what was to become *GREYHAWK* were written and in use too. Adventures, role playing, games, and fantasy all reach back into the dawn of history. Adventure gaming dates only to 1973-74 and *D&D*. In 1974 only slightly more than 1,000 copies of the game had been sold. Today far more than that are sold each month. *D&D* has many competitors, and every manufacturer of miniature figures offers a wide range of fantasy figures. Ads in gaming and hobby trade publications stress fantasy games and figures more often than any other subject Adventure gaming has come a long way, and *D&D* began it all.

D&D is the leading adventure game, it is the most influential, and the most imitated. Since its inception it has been added to through special supplemental works *(GREYHAWK, BLACKMOOR, ELDRITCH WIZARDRY,* and *GODS, DEMI-GODS & HEROES),* augmented by miniatures rules *(SWORDS & SPELLS),* and complimented by a host of specially approved and licensed products from firms such as Judges Guild and Miniature Figurines. *D&D* has been edited (by the eminent J. Eric Holmes) to provide an introductory package, and the contents of that offering have recently been expanded to include a beginning module. Despite all of this activity, the game has remained pretty much as it was when it was first introduced in 1974, although there is now far more to it

ADVANCED DUNGEONS & DRAGONS is a different game. Readers please take note! It is neither an expansion nor a revision of the old game, it is a new game. A number of letters have come to me, the writers expressing their surprise at or voicing their disapproval of this fact. John Mansfield, in *SIGNAL,* cautions his readers to be aware that an ongoing *D&D* campaign cannot be switched to *AD&D* without major work or actual scrapping of the old game and beginning a fresh effort. To prevent any further misunderstandings, it is necessary that all adventure gaming fans be absolutely aware that there is no similarity (perhaps even less) between *D&D* and *AD&D* than there is between *D&D* and its various imitators produced by competing publishers.

Just as *D&D* was the instrument which made adventure gaming what it is today, it is envisioned that *AD&D* will shape the future of fantasy adventure gaming. Where *D&D* is a very loose, open framework around which highly imaginative Dungeon Masters can construct what amounts to a set of rules and game of their own choosing, *AD&D* is a much tighter and more structured game system. The target audience to which we thought *D&D* would appeal was principally the same as that of historical wargames in general and military miniatures in particular. *D&D* was hurriedly compiled, assuming that readers would be familiar with medieval and ancient history, wargaming, military miniatures, etc. It was aimed at males. Within a few months it became apparent to us that our basic assumptions might be a bit off target In another year it became

Fifth Annual Strategists Club Awards for *"Creativity in Wargaming"*

1 Outstanding Game of 1978

Assault on Crete (AH)
Cross of Iron (AH)
Gamma World (TSR)
The Next War (SPI)
Source of the Nile (DG) Discovery Games

2 Outstanding Game Design of 1978

Assault on Crete (AH) von Borries & Reed
Cross of Iron (AH) Greenwood & Hill
The Next War (SPI) Dunnigan & Herman
Operation Crusader (GDW) Chadwick
Source of the Nile (DG) Wesely & Maker

3 Outstanding Miniatures Rules of 1978

Bireme & Galley (FGU)
Fire & Steel (GDW)
Gamma World (TSR)
Runequest (Chaosium)

4 Outstanding Miniature Figure Line of 1978

Ancient 15's - Grenadier
Fantasy & Collectors Series 25mm - Ral Partha
Lord of the Rings - Heritage
Modern Micro Fleet 1/2400 - Cin C
Space Squadrons - Grenadier
World of Fantasy - Martian Metals
Valley of the Four Winds - Mini Figs

5 Outstanding Professional Wargaming Publication of 1978

The Dragon (TSR Periodicals)
Fire & Movement (Baron Publ.)
The General (AH)
Strategy & Tactics (SPI)
White Dwarf (Games Workshop)

How to, and Who May Vote:
Anyone reading this in any of the fine magazines running it is eligible to vote, but only once. To that end, you must include your name and address somewhere on the ballot. This must be done, as it is our only method of preventing ballot stuffing; failure to do so will invalidate the ballot. DO NOT SEND IN THIS BALLOT! DO NOT PHOTOCOPY THIS FORM! All votes must be cast on a postcard. Simply list your choices in numerical order. ONLY ONE CHOICE IN EACH CATEGORY. Ballots must not accompany any order or other correspondence with TSR Hobbies or TSR Periodicals; they must be sent separately.

Mail all ballots to:
"SC" Awards
c/o THE DRAGON
POB 110
Lake Geneva, WI 53147

All ballots must be postmarked no later than 31 July 1979

abundantly clear to us that we were so far off as to be laughable. At least we had the right subject material and the right general approach, so two out of three and all that. . .

Because *D&D* allowed such freedom, because the work itself said so, because the initial batch of DMs were so imaginative and creative, because the rules wre incomplete, vague and often ambiguous, *D&D* has turned into a non-game. That is, there is so much variation between the way the game is played from region to region, state to state, area to area, and even from group to group within a metropolitan district, there is no continuity and little agreement as to just what the game is and how best to play it. Without destroying the imagination and individual creativity which go into a campaign, *AD&D* rectifies the shortcomings of *D&D.* There are few grey areas in *AD&D,* and there will be no question in the mind of participants as to what the game is and is all about. There is form and structure to *AD&D,* and any variation of these integral portions of the game will obviously make it something else. The work addresses itself to a broad audience of hundreds of thousands of people—wargamers, game hobbyists, science fiction and fantasy fans, those who have never read fantasy fiction or played strategy games, young and old, male and female.

AD&D will eventually consist of *DUNGEON MASTERS GUIDE, PLAYERS HANDBOOK, GODS, DEMI-GODS & HEROES,* and *MONSTER MANUAL* and undoubtedly one or two additional volumes of creatures with which to fill fantasy worlds. These books, together with a broad range of modules and various playing aids, will provide enthusiasts with everything they need to create and maintain an enjoyable, exciting, fresh, and ever-challenging campaign. Readers are encouraged to differentiate their campaigns, calling them *AD&D* if they are so. While *D&D* campaigns can be those which feature comic book spells, 43rd level balrogs as player characters, and include a plethora of trash from various and sundry sources, *AD&D* cannot be so composed. Either a DM runs an *AD&D* campaign, or else it is something else. This is clearly stated within the work, and it is a mandate which will be unchanging, even if *AD&D* undergoes change at some future date. While DMs are free to allow many unique features to become a part of their campaign—special magic items, new monsters, different spells, unusual settings—and while they can have free rein in devising the features and facts pertaining to the various planes which surround the Prime Material, it is understood they must adhere to the form of *AD&D.* Otherwise what they referee is a variant adventure game. DMs still create an entire milieu, populate it and give it history and meaning. Players still develop personae and adventure in realms of the strange and fantastic, performing deeds of derring-do, but this all follows a master plan.

The advantages of such a game are obvious. Because the integral features are known and immutable, there can be no debate as to what is correct A meaningful dialog can be carried on between DMs, regardless of what region they play in. Players can move from one *AD&D* campaign to another and know at the very least the basic precepts of the game—that magic-users will not wield swords, that fighters don't have instant death to give or take with critical hits or double damage, that strange classes of characters do not rule the campaign, that the various deities will not be constantly popping in and out of the game at the beck and call of player characters, etc. *AD&D* will suffer no such abuses, and DMs who allow them must realize this up front. The best feature of a game which offers real form, however, is that it will more readily lend itself to actual improvement—not change, but true improvement Once eveybody is actually playing a game which is basically the same from campaign to campaign, any flaws or shortcomings of the basic systems and/or rules will become apparent With *D&D,* arguments regarding some rule are lost due to the differences in play and the wide variety of solutions proposed—most of which reflect the propensities of local groups reacting to some variant system which their DM uses in his or her campaign in the first place. With *AD&D,* such abberations will be excluded, and a broad base can be used to determine what is actually needed and desired.

Obtaining the opinions of the majority of *AD&D* players will be a difficult task This is a certainty. If there are now more than a quarter million *D&D/AD&D* players (and this is likely a conservative estimate) less than 10% are actively in touch with the "hard core" of hobby gaming. Most of these players are only vaguely aware that Gary Gygax had anything to do with *D&D.* Only a relative handful read *THE DRAGON,* and fewer still have any idea that there are other magazines which deal with the game. Frankly speaking, they don't care, either. They play *D&D* or *AD&D* as leisure recreation. These are games to fill spare time, more or less avidly pursued according to the individual temperament of the individuals involved. To this majority, games are a diversion, not a way of life. A pastime, not something to be taken seriously.

D&D initiated a tradition of fun and enjoyment in hobby gaming. It was never meant to be taken seriously. *AD&D* is done in the same mold. It is not serious. It simulates absolutely nothing. It does not pretend to offer any realism. Games are for fun, and *AD&D* is a game. It certainly provides a vehicle which can be captivating, and a pastime in which one can easily become immersed, but is nonetheless **only a game.** The bulk of participants echo this attitude. TSR will be hard put to obtain meaningful random survey data from these individuals simply because they are involved in playing the game, not in writing about it or reading about it outside the playing materials proper. There are, of course, a number of ways to surmount the problem, and you can count that steps will be taken to do so-the first is actually in progress now, involving an increase in readership of this magazine, for *DRAGON* has always been the major vehicle for *D&D* and *AD&D,* and it will remain so in the foreseeable future.

Conformity to a more rigid set of rules also provides a better platform from which to launch major tournaments as well. Brian Blume recently established a regular invitational meet for *AD&D* "master players" (in which this writer placed a rather abysmal 10th out of 18 entries, but what the hell, it was good while it lasted-). The "Invitational" will certainly grow, and TSR is now considering how best to establish an annual or semi-annual "Open" tournament for *AD&D* players to compete for enjoyment, considerable prize awards, recognition, and a chance to play in the "Masters" event. There is no reason not to expect these events, and any others of similar nature sponsored by TSR, to grow and become truly exceptional opportunities in the years to come. Good things are certainly in store for *AD&D* players everywhere! Not only will *AD&D* retain its pre-eminent position in adventure gaming, but it will advance it considerably in the future. More variety, more approaches to play, more forms of the game, and more fun are in store.

D&D will always be with us, and that is a good thing. The *D&D* system allows the highly talented, individualistic, and imaginative hobbyist a vehicle for devising an adventure game form which is tailored to him or her and his or her group. One can take great liberties with the game and not be questioned. Likewise, the complicated and "realistic" imitators of the *D&D* system will always find a following amongst hobby gamers, for there will be those who seek to make adventure gaming a serious undertaking, a way of life, to which all of their thought and energy is directed with fanatical devotion. *ADVANCE DUNGEONS & DRAGONS,* with its clearer and easier approach, is bound to gain more support, for most people *play* games, not *live* them—and if they can live them while enjoying play, so much the better. This is, of course, what *AD&D* aims to provide. So far it seems we have done it

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Judges Guild has been invited to use this column to comment on their own unique contributions to *D&D* and soon to *AD&D* also). I hope that next issue you wil be able to see what Bob Bledsaw, Chuck Anshell, and company have to say. Meantime, all of you who have in the past made contributions to the game, or would like to have input in the future, are reminded that you have a standing invitation to submit material for publication in this column. Articles must be in manuscript form, of course. Be certain to send them to me directly, c/o *THE DRAGON.*

* * * * * *

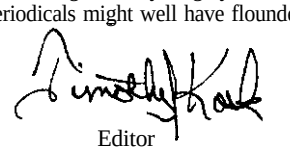
For those of you who wondered why I took certain amateur publishing efforts to task, it was because they were highly insulting to *TSR, D&D,* this magazine, and myself. That sort of invitation is not likely to go unanswered by me. It does not seem reasonable that returning the same sorts of compliments they bestowed upon *TSR etal,* should give rise to

Continued on page 39

Rumbles, cont. from pg. 1

guarantee that every letter sent will be published; the one letter I mentioned is the only printable one out of the grand total of five that we received.

Joe Orlowski is no longer with TSR Periodicals, much to our regret. He has transferred to TSR Hobbies, Inc., to become fulltime GenCon Coordinator and Convention Director. I would like to thank Joe publicly for the fine job he has done in the past, particularly while I was recovering from my surgery last winter. Had it not been for his yeoman efforts, Periodicals might well have floundered. We wish him well in his new position.



Editor

AND NOW, A FEW WORDS FROM THE NEW KID ON THE BLOCK. . .

"Gee, three weeks ago I couldn't even spell ~~editer~~ editor, and now I are one!"

Well, my first half-a-rumble. As the Kindly Editor (my boss) said earlier, I'm Gary Jaquet (henceforth to be known as "Jake" — we already have one Gary around here). Some of you already know me, as I've been hanging around the game world for some years now. Actually, I got into board games in high school back in the 60's, but when D&D appeared in '74, I was hooked for good. Oddly enough, it was that period in my life that has put me where I am today, here in *The Dragon* offices.

I was minding my own business, attending Southern Illinois University at Carbondale, Illinois, majoring in journalism. One day I stopped in at one of my regular haunts, the Downstairs Arcade pinball arcade. There behind the counter was a bearded, slightly balding man rolling strangely shaped dice and making notations on graph paper. Being the curious being that I am, I asked what he was doing. That was it! I had to have a set of D&D rule books right away. And, if you haven't guessed by now, the man behind the counter was none other than Tim Kask. Tim and I developed a fast friendship and from then on, most any evening you could find us both, along with a few other crazies, at Tim's house, exploring dungeons.

Tim graduated in '75 and went straight to Lake Geneva to be editor of the old Strategic Review, and eventually *The Dragon.* I graduated in '76, and with the extreme lack of jobs in the journalism field at the time, started working construction. In the past three years, however, my interest in gaming has, if anything, increased. I free-lanced a few articles for *The Dragon,* started attending all the cons in Lake Geneva, wound up co-authoring TSR's *Gamma World,* and, surprise, surprise, got offered the job of assistant editor of *The Dragon.*

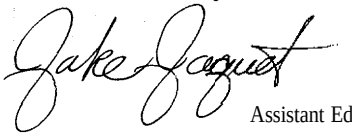
It took me about three seconds to make the decision.

After three years of working in the elements, carrying things that weigh more than I do, and just generally wasting away in Peoria, Illinois, it almost seems immoral to be paid for sitting in my own office, working at a trade I spent seven years preparing for in college, and dealing with a subject I enjoy as recreation. From watching a clock to see how much longer it would be till I got to go home, I now find myself worrying that I don't have enough time each day to do all the things I want to see in the next issue of the magazine. Quite a change.

At any rate (how 'bout 18½%?), I find myself filling Joe Orlowski's shoes (or at least one of them) as he moves on to become GenCon Co-ordinator full time. My duties as assistant editor, in addition to all the editorial/lay-out/paste-up/production responsibilities Tim and I share together, will include subscriptions and circulation. With this transfer, unfortunately, there are bound to be a few delays/foul-ups. Joe is doing his best to touch all the bases with me before he leaves the magazine entirely, but, if he forgets to tell me there are two address change cards back in the bottom of the left hand filing cabinet, I may not find them for a few days. So please bear with me. Full and fair restitution will be given to any problems incurred during this transition period. The impossible just takes a little longer.

You'll start seeing a few changes in *The Dragon* with this issue, new features, columns, etc., and as the summer progresses, there will be more. Tim and I have been talking about the magazine for the last three years, and now we have the opportunity to *work* on it together. We both have great expectations.

Keep those cards and letters comin' folks. See you next month.



Assistant Editor

Sorcerer's Scroll, cont. from pg. 30

any comment at all—save perhaps from those on the receiving end. There are also a couple of other points which should be mentioned. Those who read what was said noted that I mentioned two offerings by name. This in itself, and despite the generally bad things said, was actually a favor, the old axiom about the superiority of being attacked rather than being ignored coming into play. It is true. Coupled with the comparison to early amateur press efforts in wargaming, it offers these publications, and all the other amateur efforts, a chance to show the whole hobby just how wrong and stupid I am by publishing material of superior quality which does not resort to invective, character assassination, libel, slander, or various and sundry cheap shots, relying rather on honest efforts at quality contents to interest readers. *DUNGEONEER* took this approach in the first place, and it has done well. Perhaps other publishers will take a page from their journal and turn things around in the amateur adventure gaming press. If so, I'll be among the first to give congratulations, in print! Meanwhile, I have had the misfortune to view a so-called professional fantasy gaming oriented magazine's first issue; this contained mostly numerous boring commentaries by some folks who are trying hard to make a name for themselves in gaming, principally by insulting the leaders in the hobby. This is regrettable but understandable when one is dealing with amateurs; it is deplorable in a professional magazine. Even though it is the house organ of an aspiring publisher, such journalism cannot succeed for long. That sort of work will have to change quickly or the magazine won't see many issues.

So much for this issue's SORCERER'S SCROLL. Here's to the fun of gaming, win or lose!

Party Formation, cont. from pg. 37

add or delete items as desired, but remember that those shown are chosen to maintain a low key of power.

1. *Feather falling* ring
2. *Warmth* ring
3. *Water walking* ring
4. *Wand of Negation*
5. *Wand of Wonder*
6. *Bag of holding (500* pound capacity)
7. *Boat, folding* (small rowboat)
8. *Brooch of shielding*
9. *Cloak and boots of Elvenkind*
10. *Javelin of lightning,* pair
11. *Javelin of wounding,* pair
12. *Necklace* of *adaptation*
13. *Robe of useful items* — SEE BELOW
14. *Rope* of *climbing*
15. *Trident* of *warning*
16. *Wings of flying or boots of levitation*

Items On A Robe Of Useful Items (Select 7-12)

BONFIRE, small
CASK, 1-3 = water, 4-5 = wine, 6 = brandy (3 gallon capacity)
CALTROPS, six
CROWBAR, 4' tempered iron
DAGGER, silver
DOG, WAR
DOOR, standard size, oak with iron bindings and bar
GEM, 100 gold piece value
LADDER, 12' long
LANTERN, bullseye
MALLET & STAKES
MEAT, haunch of roast mutton, venison, *etc.*
MONEY, stack of 50 silver coins
MULE, pack
OAK TREE, 30' high, large
OWL, GIANT
PICK, standard digging
POLE, 10'
ROOSTER
ROPE, 50' coil
SHOVEL
TORCH, flaming
WASP NEST, normal, about 200 wasps

When you are thoroughly familiar with this system, you will be able to ready a party of players for an adventure with a minimum amount of time and effort on your part, and do so with relative assurance that they will be about right for the area they will adventure in. Your comments on this system will be appreciated.

Introduction

This is our first attempt at a guest author in this column. We feel that we couldn't have found a better candidate. The Judges Guild's contributions to D&D, and all of role-playing, are incalculable. I was among the early skeptics; the novel idea of playing aids by subscription/membership was certainly unique, and as a DM myself, I viewed "outsider's" suggestions as something bordering on profane. I ended up as the TSR person responsible for screening TJG material to ensure compliance with the rules. While this was the case, I saw the value of what they did; they stimulated thought, imagination and creativity. Even if the gamer didn't like what they did, he or she, invariably designed their own *version, and still their campaign improved by that act. Bob Bledshaw is the man that "oversees" the Judges Guild — "runs" doesn't fit Bob's demeanor — it implies harshness, or rigidity, neither of which is evident in his gracious and gentlemanly manner.*

WHAT *JUDGES GUILD* HAS DONE FOR *DUNGEONS AND DRAGONS*®

PERSONAL OPINION BY BOB BLEDSAW

First, let me state that while we are licensed by TSR to produce playing aids for Dungeons &Dragons, none of that which I have written below has been edited by them. Our relationship has been quite amenable and businesslike from the beginning. *Dungeons & Dragons* is the universal language of fantasy role playing (being the grandfather of the third generation systems). Judges Guild has benefitted greatly by it's association with this popular game and we in turn have benefitted *Dungeons & Dragons* by publishing sorely needed complementary playing aids. The net effect has been to create a larger economic pie for all concerned and boost the sales of all fantasy role playing systems. TSR has the right to accept or reject specific designs for approved use with *Dungeons & Dragons.* To date, only one project has been rejected and then with appropriate comments to permit it's revision to acceptable standards. We do not coordinate projects which aren't meant for use with the *D & D* system. Judges Guild is an independent firm which has no direct ties to TSR except the license agreements for *Dungeons & Dragons* and *Advanced Dungeons & Dragons* which we hold. TSR does not provide financing, design, or layout help to Judges Guild. We receive no special considerations in the form of kickbacks, advertising rates, or reduced prices. In fact, Judges Guild has received sparse notice in any game reviews or articles by TSR Periodicals except in our paid advertisements. *(Ed. Note: We have shied away from reviewing TJG products for one primary reason. In the past, I was the TSR person approving their designs. A definite conflict of interest existed.)* Our arrangement has benefitted both parties . . . . it is in the nature of complementary products! To those who abhor such an arrangement, an Archie Bunker salute! It works! And the end beneficiary is the consumer!

Judges Guild has expanded the horizons of *D & D* campaigning, supplying playing aids which: promulgated a more desirable method of play, permitted novices to examine the design of functional dungeons and wilderness adventures, and provided a transition or bridge between wilderness adventuring and dungeon adventuring which many judges chose to ignore, due to the lack of definitive guidelines and examples of application. Since the inception of my campaign shortly after the first publication of *D & D,* our group has been adventuring in wilderness as well as dungeons. The play was based upon Tolkien's Middle Earth and encompassed a complete fantasy world where wilderness was as important as dungeon adventuring. As many players will attest, I in no manner shorted the design of my dungeons, with several sprinkled across the map from the Misty Mountains to the far reaches of Rhun. Some ranged upwards (or downwards) 28 levels, such as the Lonely Mountain, while most dipped a mere nine to twelve levels, such as the Lair of Ancalagon the Black. The time frame was such that the players participated in the Battle of Fornost (and quite a few less notable miniatures battles with no less fervor). With the thrust of our play covering a wider variety of action than most campaigns of that period, our group rapidly overcame any incongruities in game system, evolved a system of play which permitted a great deal of involvement on the part of the players, and went on to make blunder after discovery after blunder, etc. Naturally, the design emphasis of our products reflect the fine-tuned whole of our experiences with this campaign. Point by point, the following represents my own personal opinion of what Judges Guild has specifically done to enhance fantasy role playing . . . especially *Dungeons & Dragons.*

1. Recognized the need for playing aids which alleviate somewhat the burden of time necessary to create a complete fantasy world and speed play. The *Judges Shield, Ready Ref Book,* and *Wilderlands of High Fantasy* are prime examples.

2. Supplied guidelines to make the original rule set more function. able in a "live" campaign. Advertising, grappling, phantasmal forces and others were covered.

3. Placed a new emphasis on wilderness adventuring which elevated many "dungeons" to the status of "campaigns". The *Campaign Hexagon System, Village Book, Island Book, Castle Book,* and *Tegel Manor* with their attendant guidelines on prospecting, terrain, caves, flora, and fauna can take a bow here.

4. Emphasized a more "humane" relationship between the players and the judge wherein the judge was slightly more limited in his god-like powers to following guidelines in the more subjective areas of the game. Here our guidelines have been intentionally sparse and more in the vein of mere suggestions such as: wishes; negotiations; placing the combat charts on the player's side of the *Judges Shield* to encourage other groups to permit the players to become more actively involved in the game; *Dungeon Tac Cards* to remind novices of their weapon bonuses; traps which do not instantly snuff out the fantastic life of a well-played character; and poisons which also do not kill instantly. These were published at a time when the quality of many "dungeons" (campaigns) were judged primarily by the number of characters killed with malicious glee . . . with little view toward establishing a continuing series of session to permit the players more identification with their characters and the resultant extra effort involved.

"It's 'your' campaign, and we leave much to your imagination and skill."

5. Introduced imaginative and mind-stretching approaches which "spiced up" and aided many campaign judges in developing their own style and verve. What happens to the hapless player which has a demon answer his ad for dancing girls? Which rumors are true or false? What purpose does a non-lethal apparition or Ghost serve? Why should a wizard send a geased warrior to some remote island to smell the grass on a slope? It's "your" campaign and we leave much to your imagination and skill. Our dungeons, and wilderness is designed to allow them to be altered to suit the tenor of "your" campaign . . . . but we don't leave you without some direction or help.

6. Emphasized the speeding-up of play by placing more duties upon the shoulders of the players, simplifying by reorganization (see the monster compendium on the *Judges Shield),* and designing for the active judge in mind *(no* 1-12 clerics of levels 1-28 with 4-79 gold pieces each, and a 23% probability each of some magical item). Originally we had some bad feedback which indicated that judges felt that the actual description of dungeons was their "domain" and all they desired was a very skeletal framework with the more time consuming level details

worked out. We learned quickly and now design to allow the judge to delete (or modify) that which doesn't suit the tenor of his play. We try to keep the script fluid and thereby not limit the adaptability of our materials to divergent campaign styles. Let's face it! We can't design for every type of campaign. Some are run with 20th level characters in mind while others are just starting. We try not to "lock-step" every campaign which makes use of our materials to suit the mode of play extant in my campaign. (Yes, we still play wargames (even my campaign) two or three times a week, often to the wee hours of dew). The descriptions are designed with bookkeeping (how many of those ghouls are left anyway?) and ease of play (with hit points, hit dice, armor class, number appearing, and damage often specified). Foremost, we try not to make the judge switch dice types too often, and in general lift much time consuming "instant analysis" off his back. Some judges (especially novices) prefer to be led by their +3 nose . . . "the giant's john is 6'X3'8" wide and 3' high; filled with excrement within 4' of the top; and any player character sitting thereon is immediately transformed into a grub worm (without saving throw) to plummet to his well-deserved fate". Most judges prefer a cursory description (the mundane work) and some imaginative pointers . . . *ala The City State of the Invincible Overlord.* We are sensitive to the freedom of expression necessary in every campaign. Every campaign should be as unique and original as time permits the judge. If you change the rule set extensively, especially sensive areas affecting play balance, you are no longer playing *Dungeons & Dragons.* Any advantages given the players must be offset by advantages given the monsters. Mr. Gygax called me on this very subject once when he found out *(how* I'll never know, because we never published it) that I reduce the instant kill rule (20 . . . 19 or 20) to double damage on a roll of twenty only (for monsters and players alike) . . . Gary thought I had only given this advantage to the players. This was for my campaign only and we are very careful not to introduce "rules", *per se,* into *the Dungeons & Dragons* system. *Ya don't tug on Superman's cape and ya don't mess around with the play balance built into the system you are designing for. Judges Guild* designs aids for *D & D* with two prime functions in mind: first, to spark the imagination and aid in designing viable campaign adventures; *Secundonmonde',* to provide the basic framework (sheer time-consuming work) necessary to aid in the development of a "living" fantasy world.

"Ya don't tug on Superman's cape, and ya don't mess around with the play balance. . . ."

A little enlightenment on basic viewpoints might be appreciated on the second function. (So, appreciated or not, here goes!) In a "living" fantasy world, creatures of intelligence tend to form working relationships and are the products of their environments (how's that for original phrasing?). Thus, shopkeepers aren't pushovers and orcs can be found working for humans, and, (horror of horrors!) elves. Creatures of the same type vary in their characteristics (smarter than normal Trolls? . . . why not? . . . variety is exciting) with all degrees of skills, aptitudes, and responses to life as they find it. Evil is sometimes stronger than good . . . and vice versa . . . *re* the Nazis. The leader of a group or nation may be diametrically opposed to the predominate alignment of the populace (I often wonder if this is always the case). . . . revolutions do happen. Creatures of widely divergent end-goals may often work together because both ends are furthered in the course of events. A dragon may protect a village like a shepherd his flock until the hatchlings arrive ten years from now. Like the real world, a "living" fantasy world has many mysteries and illogical (or so it may seem) events and circumstances not resolvable by logical deductive analysis, nor is the judge compelled to create a reason for the being of fantastic creatures or apparent contradictions in the scheme of things. If everything were logical there would be no work for scientists . . . and why impose restrictions on your viewpoint of reality on a fantastic universe, anyway? I know you have to start somewhere . . . but aren't ancient economics just as logical as medieval economics . . . and if it's so logical why aren't we all rich (another freshly coined phrase) Economists today are great at analysis, but, like most of the "logical" sciences today . . . no two agree completely and the important ones disagree significantly. You must begin by assuming that everything in your fantasy universe is unknowable while enough is known to permit the players to gain enough knowledge to grow and develop. A dash of logic goes a long way as players have their own conception of the mechanics involved . . . ie. the length of a sword, conceptualizing actions, and so forth. Mystery cannot be replaced, as it is the source of adventures, diligent research by players, and a main part of the fun to be had in a fantastic world. Don't cheat your players of a little ill-reason every now and then (remember, this is my *personal* opinion).

So that is what Judges Guild has done for *Dungeons & Dragons* . . . even if I did get off the subject once or twice. May the Blues Brothers never play at the Balrog's Eye!

★ ★ ★ ★ ★

CANGAMES '79

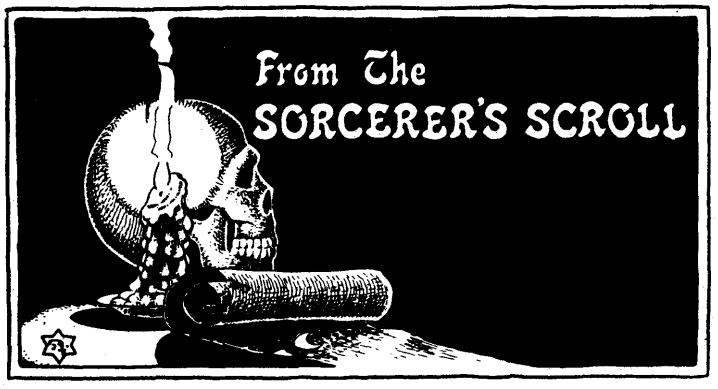
A brief report on the Canadian Gaming Convention at Ottawa, May 18-21, 1979 — G. Gygax

The progress report on "CanCon 79" billed the event as "The Great Canadian Games Adventure". Having never really been to Canada before, let alone to a gaming convention there, I was unsure what to expect. After a long tour through Ontario, I arrived in Ottawa on Friday the 18th — much impressed with the beauty of the country I had been through and even more taken by the beauty and cleanliness of Ottawa. Jim Lamb, one of the Cangames organizers, telephoned the motel, and after we had supper nearby, took me over to the convention site on the campus of the University of Ottawa.

The convention area was bustling with activity. There were gamers everywhere I looked, playing a few boardgames but mostly engaged in miniatures battles—highly reminiscent of early GenCons. So was the crowd of some 500 or so dedicated, friendly, and enthusiastic hobbyists there for a long weekend of gaming. The scheduled events ran the gamut from ancients to armor. There were chariot races, gladitorial combats, WRG competition armies, *D&D, AD&D, Traveller,* naval battles, air battles, *Kingmaker, Rail Baron,* seminars, and *many* excellent movies run frequently. My seminar on *D&D* was well-attended, and the three-hour talk saw many very interesting and intelligent questions (including some defenders of David Berman and his *Apprentice* magazine who thought my critical review of both unjust—and *The Dragon* should soon run a review of the latest offering from Mr. Berman, possibly an improved magazine!). The Sunday evening seminar on TSR was only lightly attended, but it was fun nonetheless.

The dealers' area contained about nine or ten exhibits—Canadian firms handling U.S. products and a few who were actual publishers. The duties on U.S. goods makes it expensive to buy them in Canada—about 50% higher than here. It is certainly to be hoped that more and more game items will be manufactured in Canada, both by Canadian firms and by subsidiaries of U.S. hobby gaming companies. It was informative to talk with the exhibitors and learn the problems they face. When Cangames '80 is held next May, it is to be hoped that more dealers will support the hobby by advertising in the convention program and exhibiting at the show!

All-in-all, The Great Canadian Games Adventure was a fine convention. Chairman Bruce Knight, seeing things from the "inside", was continually concerned that it wasn't as good as it should be. As a guest and conventioneer, everything seemed great from my perspective. Bruce, Ramon Ross, Jim Lamb, Scott MacGregor, Paul Raymond, and all the rest of the people who worked hard to assure that a superior convention took place certainly deserve the thanks of all who attended. After an excellent buffet lunch and the presentation of trophies on Sunday, Bruce Knight was already talking about changes for next year's event. John Mansfield, chairman of the first two Cangames conventions, should be thanked too, for this gathering certainly is an enjoyable one, and it goes far to promote the hobby too! Next year there will be a bigger AD&D tourney, games, seminars, and all the rest. If you can manage to take a few days off and travel to Ottawa, odds are you'll be more than happy you did so. I know that I will certainly do my best to be there again in 1980, for Cangames is one of the best gaming conventions around.



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EVIL: LAW VS. CHAOS

The *DUNGEON MASTERS GUIDE* contains a fairly detailed section regarding the various alignment characteristics. On reflection, however, I began to wonder if enough had been said about the different approaches to *evil*. Now, if one clearly defines the *lawful evil* and the *chaotic evil* characteristics, the *neutral evil* path becomes evident as the middle road between the two opposite approaches to the precept of banefulness. Considering the confusion regarding alignments, it cannot but help to say a few more words on the subject.

For those of you who have not as yet read the *DMG*, evil is typified by the desire to advance self over others, by whatever means are possible, and always by the foulest of means possible — and more on that later. Whatever causes the most harm is typically the most desirable course to follow. Pain and suffering are meat and drink to the creatures of evil. Slavery and oppression of all weaker creatures are considered as natural, for these exist only to serve and satisfy the demands of the stronger.

Lawful evil believes that the only way to impose the tyranny of their alignment over all creation is to follow an ordered course of action. Their evil society is rigidly structured, each being knowing its place and cruelly dominating all beneath this station, while being just as bullied from those above. Each creature in this hierarchy strives to follow the orders from the stronger most painstakingly — both to avoid punishment and in hopes of bettering its position in the order. To those beneath each is as harsh and cruel as possible: fearful of failure in its tasks, of being replaced by an underling. The evil ends desired might be better obtained by actions which are actually less vile than other options, but the order of lawful evil will generally perceive the most useful course rather than merely the most baneful in the short term. Hell and its environs hate chaotic good most vehemently, for they see threats there to both the structure of their social system and their proposed course. What worse than both total freedom and happiness brought about only by individual achievement and character? Therefore, lawful evil would certainly not hesitate to ally itself with virtually any other cause if this helped to abridge the scope and influence of those creatures typifying the chaotic good. Similarly, a devil would attempt to influence and possess principally those humans who were powerful and influential leaders of ordered communities, organizations, and states, i.e. *lawful* individuals not already committed to evil ends.

Chaotic evil certainly has the common denominator of banefulness with those creatures who follow the ordered path of woe. They likewise oppress and enslave, torture and kill for the pure pleasure of seeing suffering and death. But while lawful evil sees these activities as part of the structured course towards a world ruled by evil, those of chaotic evil alignment see such activities as an end in themselves. While the weaker chaotic evil creatures fear and often hate the stronger, they are ruled by them only insofar as the reach of the stronger extends — and possibly only as long as the stronger has interest in so doing. The individual evil is more important than the collective one. Let each evil being do its best to spread evil and chaos, and the ultimate result will be a cancerous spread of the alignment. Order is next to good in undesirableness, so *lawful* good is the antithesis of chaotic evil. Yet creatures of this alignment will not long associate to combat their hated foes, except lesser creatures under the leadership of some mighty demon or in extreme situations where the very structure of chaotic evil is threatened by some great coalition of good. A demon is not interested in ruling nations but in spreading evil as it alone sees fit. Therefore, possession by a creature of chaotic evil is typically of an unstable individual who will run amok for short time, or of some singular figure who will be in a position to send out many such individuals.

The differences in tendencies and philosophies are reflected in the personal involvement of devils and demons in the affairs of the Prime Material Plane. The rulers of the Planes of Hell (devils) will seldom involve themselves in worldly affairs directly. Archdevils operate through their organizations to influence the course of events on the Prime Material Plane. Because of the strict order that devilkind adheres to, intervention of even lesser devils is rare, as the rulers make pacts with, humans and other agents. These arrangements assure that lawful evil is spread upon the Prime Material Plane, even though the Tiers of Hell are smaller than the Layers of the Abyss, for example, and there are far fewer devils than there are demons. While there is rivalry betwixt the Dukes of Hell, it is a prescribed and ordered contest wherein the rivals recognize limits and the need for mutual cooperation in order to insure that their collective realm remains strong and inviolate.

The very nature of demonkind, however, dictates a far more direct involvement in activities on the Prime Material Plane. Lacking extensive organizations, each demon lord must become personally active if he or she desires to meddle in the affairs of humankind, *etal.* It is not making a virtue of necessity on the part of demons to point out that they prefer such personal involvement. Thus, this or that demon lord will be encountered in material form, directing the activities of whatever group of followers he or she has gathered to spread disorder and woe upon the earth. Each powerful demon (and there are scores and scores of them) competes bitterly with all others in a deadly rivalry for supremacy — both in the Abyss and on the Prime Material Plane. The chaotic nature of demonkind dictates that mutual cooperation is unlikely at best, and any alliance between two demon lords will be one of mistrust and betrayal, doomed to a very short lifespan.

Neutral evil, as typified by daemonkind, follows the middle course between the rigidly ordered society of the Nine Hells and the anarchy of the Abyss. Yet this alignment has neither the organizational capability of lawful evil nor the great multitudes of chaotic evil, so all told it is weaker than either. The flexibility of neutral evil creatures enables them to survive and remain relatively free of rule by either Hell or one or more demon lords. The daemons and other inhabitants of Hades (and Gehenna and Tarterus as well) will as often as not become personally involved in activity on Prime Material Plane if they see it as gainful to their power and prestige or particularly enjoyable. In like manner, they will join in diabolical or demonic enterprises to further their ends, evil and personal.

Lawful evil has more common cause than those of lawful neutral bent than it does with demonkind, just as chaotic evil has more fellowship with chaotic neutrality than it does with Hell. Both alignments, the chaotic and the lawful evil, despise those who take the neutral course, seeing this as fence straddling, so to speak. The demons are too disorganized to enslave these creatures, however, while Hell desires a buffer and uses daemonkind as tools as well. For their part, daemons play off the Abyss against lawful evil to insure their freedom, power, and continued importance.

In summation, lawful evil, through its orderly arrangement and structure, wields great influence throughout the Prime Material Plane, even though devils seldom take a personal role, and the number of the dwellers in the Nine Hells is not overwhelming. Chaotic evil, on the other hand, while represented by a far greater number of powerful creatures taking a direct part in the affairs of the world, has no greater influence or power — perhaps less even — because of animosity between demons and the chaotic tendencies which preclude organization and assurance of purposes carried out by lesser beings under direction. Hell works carefully to bring its evil yolk over all the world, while demonkind attempts only individual forays to aggrandize some lord or other, increase the fame and glory of a particular prince or princess of the Abyss, or merely to bring a few decades of foulest pleasure.

The lawful evil character, then, is bound to follow a course which is strictly ordered. The path he or she follows is one of evil, but also one which attempts to bring formal rule to the world under the auspices of Hell. The character must obey and strive for the purposes of lawful

evil — furthering his or her own position in the process, of course. Those of you who have read Fred Saberhagen's *CHANGLING EARTH* will recognize that the Emperor John Ominor ruled a lawful evil realm — although he apparently served no diabolic master.

In contrast, the chaotic evil character serves only him or herself, but always towards evil ends. But the chaotic evil character recognizes no master, save out of fear and necessity, and even in the event that such recognition is necessary, he or she will always strive to gain the upper hand and dominate. If lawful evil can be likened to a mountain chain, with the highest peaks being the Dukes of Hell, and the lowest foothills the menial servants, then chaotic evil is a series of islands and islets in a vast sea — numerous but connected only tenuously by underwater ridges.

The lawful evil character will certainly cooperate with others in order to extend the sway of his or her alignment — seeking advantage by lies, trickery, and deceit while adhering to the letter of the bargain, naturally. The chaotic evil character will rule but seldom cooperate for long. As soon as he or she sees a possible advantage accruing through abandonment or betrayal — or perhaps simply because he or she has grown tired of the pact — the chaotic evil character will be true to the precept of his or her alignment!

Players can assume the role of a good or an evil character without undue difficulty, but in my experience the orderly or disorderly tendencies are another matter altogether. Law and chaos seem to be more ingrained in the actual personality of a player, and these bents are thus not as easily acted out. While you, as DM, will order the NPCs of lawful, neutral, or chaotic evil alignment, your players will tend to assume alignments which actually fit their personalities as respects order versus anarchy, so you must observe such activities quite closely. It is common for players to seek the best of both worlds by claiming the benefits of one alignment while using the processes of the other in order to gain power. Thus, a player might well claim to be lawful evil in order to receive the assistance of an archdevil, and thereafter blithely go about setting up a totally independent and free-wheeling empire of evil which has nothing to do with the aims of Hell. Such liberties cannot be allowed . . . .

Out on a Limb *(con't from pg. 48)*

six months later three or more so-called "improved" designs are on the market? I feel that it is symptomatic of a lack of daring and ingenuity on the part of the industry as a whole that one or two companies should do all the trail blazing and inventing, only to have the rest of them jump on the bandwagon made popular by those that took the risks.

If you want a world that is dominated by goblins, instead of having men be the dominant race, that is up to you. Unless they are somehow PC's it is ludicrous to advance lower races, and serves no useful purpose. If the lower orders were capable of advancement, man would not be the dominant species.

Having printed all of this, in context, I wouldn't want to bet on who received any favor. I'm sure that the readers have enough evidence to make up their own minds now . . . . — Ed.

Arcane Magicking

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TOME OF TREASURES

Published by **GRP** Enterprises, P.O. Box 4146, Arlington, Virginia, 22204 Price $6.00

TREK 80

TREK-80, by Bruce Berry, was written for the Radio Shack TRS-80 Computer and will run on any TRS-80 with at least 16K of memory and Level II Basic. This is not just another Star Trek game. It has been in development for over 1 year! Action takes place on a real-time basis. Your mission? Starfleet Command is under heavy attack and you must rescue the supply fleet. You have 2 or more Starbases where you can resupply once, each. There are 45 - 60+ Klingons you must destroy in a given amount of time without losing more than 5 Tugs. Features: 64 Sector quadrants, 64 quadrant universe. Klingons can move, resupply, fire torpedoes or disruptors. Tugs can fire phasers, Enterprise can fire phasers or torpedoes and can lock both and course for fire and move (evasive action). Torpedoes intercept can be locked on or off. Sensors can be short range (quadrant) or long range (eight surrounding quadrants). Probes can scan enemy ships for position, energy and torpedoes. Galactic scan shows all known quads with number of stars, Klingons and bases. Ship's energy can be channelled to phasers, warp drive, impulse engines and shields, in increments of 10% and any combination. Damage Control reports, Self-destruct, Warp and Impulse Movement. Programming notes give instruction for changing allotted stardates for accomplishing mission; units of energy from reactor/date available for channelling; initial and resupply levels for shield, phaser, impulse and warp drive energy; initial and resupply of number of torpedoes; number of Klingons (Min. &/or Max.); number of bases; allotted max. phaser power/shot; Rich in detail. Move and fire any direction. Impulse as well as warp quadrant to quadrant. Time and energy are functions of speed and distance. Damage is logically determined by shield strength. Lots of action all graphically displayed including torpedo track and much much more. THIS IS THE TOUGHEST TREK GAME TO BEAT YET!

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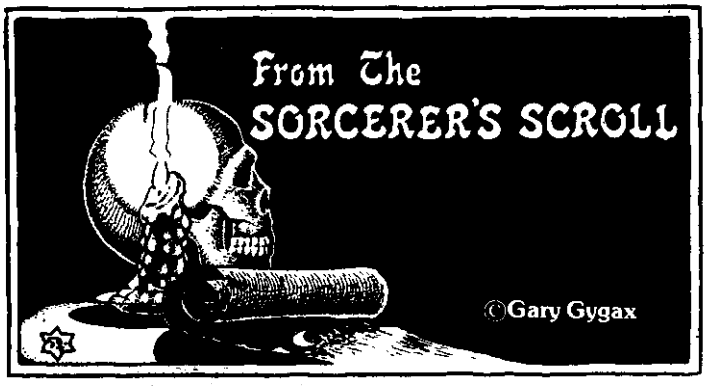

THE HALF-OGRE, SMITING HIM HIP AND THIGH

Of late I have seen several different treatments of half-ogres, and the suggestion that this type of creature is a viable and worthwhile racial type for player characters has thus gained some small popularity. This subject also touches upon another, closely related matter, the whole gamut of cross breeds which could possibly be included in *AD&D.* Dungeon Masters must be apprised of the potential can of worms they will be opening by allowing these mixtures in their campaigns.

The character races in *AD&D* were selected with care. They give variety of approach, but any player selecting a non-human (part- or demi-human) character does not have any real advantage. True, some of these racial types give short term advantages to the players who choose them, but in the long run these same characters are at an equal disadvantage when compared to human characters with the same number of experience points. This was, in fact, designed into the game. The variety of approach makes role selection more interesting. Players must weigh advantages and disadvantages carefully before opting for character race, human or otherwise. It is in vogue in some campaigns to remove restrictions on demi-humans—or to at least relax them somewhat. While this might make the DM popular for a time with those participants with dwarven fighters of high level, or elven wizards of vast power, it will eventually consign the campaign as a whole to one in which the only races will be non-human. Dwarves, elves, *etal.* will have all the advantages and no real disadvantages, so the majority of players will select these races, and humankind will disappear from the realm of player character types. This bears upon various hybrid racial types as well.

In designing *ADVANCED DUNGEONS & DRAGONS,* I considered the possible racial mixtures. Should half-dwarves, half-gnomes, and half-halflings (and is a half-halfling a quartling, perchance?) be allowed? How about dwarf-elf, dwarf-gnome, dwarf-halfling, elf-gnome, elf-halfling, and gnome-halfling crossbreeds? Then there are tri-racial mixtures. Those involving humans and orcs add still more confounding factors. And now somebody decided that ogres could cross with humans! Could they cross with elves also? How about hill giants interbreeding with humans? with elves? with ogres? with ettins? Why leave out goblins? hobgoblins? gnolls? bugbears? Because of the potential for absolute madness in the game, I included only the half-elf, hoping that the rest would not arise to plague the placid waters of racial selection, but it is apparent that it was not meant to be.

Consider the various factors which must be taken into account when designing a race for game purposes. Remember that last part, *game purposes; AD&D* is, first and foremost, a game. Races, just as with classes, must be in relative balance with each other, as well as with the game as a whole. Setting this balance is a difficult and delicate operation! So we have 1) character class limits due to race, 2) level limits due to race, 3) ability adjustments due to race, 4) racial minimums and maximums of abilities, 5) racial preferences, and 6) special characteristics of racial types, i.e. magic resistance, saving throws, combat versus specific monsters, visual and other sense capabilities, and "sixth-sense" or innate skill capabilities (such as detection of grades, and underground conditions, etc.). If these six factors are considered only as single entities, not as multi-faceted ones, there is still plenty of work to do in setting up even a single additional character race, for each must be meshed with and balanced against all other such races. Now consider the possible cross breeds, and multiply your DMing woes by a thousand! As surely as you allow a single player to select a non-standard hybrid, another will come along asking for some special cross breed which he or she envisions to be "logical", meaningful, and fun to play (read advantageous for the player in question!). Pixie-storm giant half-breeds would not be impossible . . . . (For those who doubt the last claim, consider a lecherous male pixie equipped with several *growth* potions and a *love* philtre. And, when all is said and done, *AD&D* is fantasy.)

HALF-OGRE

Character Classes Possible: cleric or fighter
Class Level Limits: cleric 4th; fighter unlimited

Ability Adjustments:
STRENGTH — 14 - 18[a]
INTELLIGENCE — 3 - 12[b]
WISDOM — 2 - 12[c] DEXTERITY — 3 - 12[d]
CONSTITUTION — 14 - 18[e]
CHARISMA — 2 - 8[f]

[a]Average human strength combined with ogre strength and averaged to find spread. Use d6 and 5 or 6 equals 18, with a percentile bonus of 25% to the roll if a 6, but 18/00 maximum in any event.

[b]This spread could be lowered to a 10 maximum if the human parent was below norm.

[c]This spread could be lowered to a 10 maximum if the human parent was below norm.

[d]Again, this is generous, and a case could be made for 3-10 (d8 +2).

[e]Constitution roll in excess of 18 is not possible, and if the d6 roll is 6, then treat it as the 18 maximum.

[f]Charisma score would not apply to ogres and half-ogres; double the result for the charismatic effect on such creatures.

Racial Preferences:
Half-orcs would rate a *T,*
humans an *N,*
and half-ogres a *P.*
All others would be *H* both ways.

Special Characteristics:
Infravision to 60'.
Speak ogre, orc and troll only if raised with ogre parent.
Complexion will be swarthy and dull, hair lank and dark.
Average height will be 7½'.
Two hit dice at 1st level, then
regular progression as usual.

These quite reasonable parameters for half-ogre character typify the offspring of a human and an ogre, were there such a thing as the latter, define their potential, and make it a race which will not disrupt the campaign. The only advantages accruing to half-ogres are in strength and constitution, and these are more than outweighed by disadvantages elsewhere. In fact, this race, when properly controlled, becomes a rather unappetizing and boring prospect for character play. On the other hand, such creatures would make highly desirable guards or mercenary troops—assuming one could abide their chaotic and evil bent—for they have many benefits and few drawbacks when compared with full-blooded ogres. For this reason alone, there will have to be strict limits placed upon the numbers of half-ogres available in the campaign.

It is important to reiterate that hybrids not shown in PLAYERS HANDBOOK should be generally rejected in the well-run campaign. The device is that of players seeking to gain some advantage for themselves by choosing a racial mixture which they believe will have greater advantages (with fewer drawbacks) than those of the character races given in *AD&D.* If exceptions are to be made, be certain that you,

Curses

Never get even—get ahead!

Harold Pitt

A curse, as defined by the *Player's Handbook,* is either the reverse of the first level Clerical Spell, *Bless,* or the reverse of the third level, *Remove Curse.* Let us include also for this purpose curses coming from the spells *Quest, Geas, Limited Wish, Wish,* and forces emanating from power objects, the Artifacts. Do not consider magical or clerical spells in the category of Enchantment, for these are a one shot bemusement of the recipient, clouding his mind in some way rather than calling on some other force to cause him grief.

The curses spoken of here are the ones that the Dungeon Master may lay onto his players as a matter of the course of play, a penalty for acting out of character (alignment), or just as an equalizer for someone who has been exceptionally successful. Or for that character that has just succeeded in demolishing the trap you spent hours agonizing over (frustrating, isn't it?) and feel that perhaps, somehow, he shouldn't get away scot free. Remember: never get even—get ahead!

When about to strike someone low with a curse, consider the character. What may be devastating for one may be laughable for another. One man's obscenity is another man's lunch. When cursing, consider alignment, race, class, and ability scores. If the cursee is a lawful good paladin, consider placing a curse on him such that for every lawful good act he performed, he must also perform an act of chaotic evil. Turn him into sort of a were-vampire (apologies to both lycanthropes and the undead) who turns chaotic evil after a lawful good deed.

If a character is of the Dwarven race, give him the physical appearance of an Orc. He will not be able to associate with his own people. Class must be considered, as you don't want to curse a cleric with sword-dropping behavior. And to hit a player where it really hurts, drop one of their critical ability scores. A thief with a dexterity of three couldn't steal a handkerchief out of his own pocket without getting caught.

Also to be considered is the curser. What's in it for him? What's his alignment? What's his religion? (See April '79 TD) If he's chaotic neutral, then expect to see spiteful, malicious curses (shoestrings tying themselves together, in the thick of battle, would be nice). If chaotic evil, then there is no limit beyond which the curser might go to get revenge, except for how much trouble and how much energy he wishes to expend. A lawful neutral who felt that he had been wronged would probably feel like "an eye for an eye" would be a good motto. Curses would be meted out on the basis of the harm the cursee had caused. Costs could run on the order of "death of the first born male child."

The profession of the curser would influence the curse also. A Druid seeking revenge for damage to his forest might curse all wooden objects the cursee attempts to utilize. They could be caused to flame or warp as soon as he touched them, leaving him with few comfortable chairs, and cramping his missile using ability. A cleric of an evil nature might send a character to desecrate a holy shrine of opposing view.

How long should a curse last? *Bless-Curse* lasts six melee rounds. *Bestow Curse* lasts one turn for every level of the cleric. *Quest* and *Geas,* being of unknown duration, last until the appointed task is accomplished. *Limited Wish* curses should be of a duration fixed at the time of casting. The more burdensome the *Limited Wish,* the shorter the duration. It only follows, though, that the more powerful the magic user, the longer the duration or the more burdensome the curse may be. The *Wish* curse is more or less a blank check. As the text in the *Player's Handbook* points out, the scope and power of a Wish is only limited by what the Dungeon Master is willing to allow in the way of game balance, and by how many days' bedrest the MU is willing to undergo for the privilege of casting the curse.

Duration could also be affected by the nature of the curse. Increased probability of dropping a weapon in battle would taper off after a few weeks. A one shot deal, such as passing a fatal disease to a loved one, could lie in waiting for years before coming to fruition. A reduction in ability scores may be permanent from the time of the curse's utterance.

A curse emanating from an artifact, controlled or uncontrolled by a character, may be permanent, unalterable, and unremovable by anything save another artifact. The power (mana, juju, primal force, machismo) stored in these objects is tremendous. One route may be to attempt to destroy the artifact responsible for the curse. Perhaps removing the influence of its power would be sufficient, to be accomplished by draining it or by exile to another plane. As far as is known, no one has specified rules governing influence of artifacts across planes.

The text for *Remove Curse* gives no limit to the type of curses that may be removed, but you would logically believe that the higher the level of the curse, the more difficult it would be to remove. Perhaps there should be a base 75% chance for a curse to be removed by an equal level spell user, with a plus 5% for each level the spell user is above the curser, and minus 5% for the reverse situation. To keep it interesting tack on a 25% chance of the curse rubbing off on the spell user attempting the curse removal in the event he fails.

If the exact wording of the curse is known (either by being present when the curse was spoken or by research with *Commune* or *Contact Other Plane)* then it may be possible to sidestep the curse for the duration. This is perhaps the safer approach if there is no high level spell user available. If the curse is to have your sword break in the midst of battle, switch to a morning star. If it is for the sacrifice of your firstborn male child, never marry, or *wish* for only daughters. Depending on the phraseology, you may be able to pervert the particulars if not the intention. This would be more the case for a *Quest* or a *Geas.*

In conclusion, cursing can be fun. It can become a battle of wits and resources between DM and player. It can be used for revenge, to keep a player in alignment, or to guide the campaign into an area the DM has prepared and is looking for a logical way to get his players deep into it. The possibilities are without limit. Let the punishment fit the crime, and never get even—get ahead!

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the DM, consider each thoroughly prior to admitting it into the milieu. Each exception must be detailed as was done for the half-ogre, above. Do so privately, and if after listing its parameters you find that the hybrid is unacceptable, disallow its use—or go back and restructure the characteristics, being careful to use the examples of the PLAYERS HANDBOOK as a guide. Then, and only then, should a player be allowed to have such a hybrid racial type to choose from. Lastly, if thereafter many of your participants suddenly express a desire to start characters of this particular racial mixture, you can pretty well rely upon the fact that you blew it.

All of this will certainly lead to the question, why is it that the human race is so favored in *AD&D?* There is no question that human characters have an edge on all others in the long run—even considering the generally unlimited potential for non-human thieves. The bias was placed in the game on the assumption that the vast majority of campaign milieux would be based on human-dominated worlds. Therefore, humans must have some sort of edge. As human adaptability is undoubted, and human capabilities deemed vast by this writer, it seemed to follow that allowing them the full range of possibilities was the best answer. Thus, humans are found in all alignments, in all professions, and so on. The weakest are very weak, the strongest very strong. The human race plumbs the depths and soars to the heights. In *AD&D,* as in the real world, humankind will certainly attain greatness and domination if it doesn't destroy itself first through warfare and strife within its own race.

New Setting for the Adventure

Gary Gygax

So many things inspire ideas regarding D&D and/or AD&D that despite my previous misgivings about taking on a column which would require not less than eight articles per year, I find it difficult not to write three times that number.

In case some readers wonder why such an output isn't desirable, allow me a few paragraphs to explain the relationship between TSR Periodicals and TSR Hobbies, as well as between the Publisher of *The Dragon* (myself) and the Editor (Tim Kask).

TSR Periodicals is a subsidiary of TSR Hobbies, and as such the only ties it has with the parent firm are those of overall direction from the chief executive of TSR (who passes along the policy set forth by the corporation's board of directors) and financial responsibility. The directives must be followed, and Periodicals must handle its finances properly. That is about all there is to it.

Similarly, the Publisher of *The Dragon* has no direct input or concern with the day-to-day operations of the magazine. Policy matters, finances, and direction are the principal concerns of the Publisher. The Editor is responsible for form, content, circulation, and so forth. The reason I am Publisher is because I am also the chief executive of TSR Hobbies at this time, so the titles are actually synonymous. Barring a change in the corporate structure of TSR, whoever is the next President of the firm will also become the new Publisher of *The Dragon.*

The Publisher does not tell the Editor what the specific content of a magazine should be — although the general thrust or aim of the publication is within the Publisher's realm. When a new issue of the magazine comes in from the printer, I am at least as unaware of its contents as the other employees of TSR Hobbies. I am not even certain which, if any, articles written by me will appear in any given issue, in most cases.

Because the Publisher should not interfere with the role of the Editor, I make an effort to avoid doing so. With rare exceptions, whatever I submit to *The Dragon* is given to Tim as material from a contributor. As Editor, he can run a piece when and where he chooses, with whatever alteration he sees fit — at least in theory.

The roles of Publisher and Editor cannot be entirely ignored, of course. Therefore, my submissions tend to receive a bit more attention. If I supply *The Dragon* with three or four articles during a month, it could put undue unspoken pressure upon the Editor to use them all. Returning to what was said at the beginning of this column, I make an effort to keep my output to a reasonable level in the number of articles and their length.

* * * * *

Now, on to important matters — your D&D or AD&D campaign!

It is always inspiring for me to read The Dragon, and TD26 was especially so. Leaving praise (or complaint) about an issue in general to the general readership, I'll say that Kevin Hendryx is doing a fine job of authorship! His "Mugger" piece, while a very funny satire, is also a social commentary on our cities. It is worth reading for its humor.

"Mugger" has another use as well. The DM who has been running a campaign for an extended period must read it for pure inspiration. The DMG has a special section devoted to keeping the campaign fresh by using such games as *Gamma World* and *Boot Hill* as special scenarios to maintain challenge in the game. Special settings for the campaign can be in the Ancient period, with its sheer masses of men and unfamiliar beasts (such as camels and elephants) plus some possible differences in the working of magic (if it works at all); the early gunpowder era; Napoleonic times; WWI, WWII; or the imagined future.

"Mugger" points out that there is also a battleground out on the dark metropolitan streets. If the criminals are combined with the police, the challenge to the safety of a group of hapless adventurers thrown into such a setting would be interesting indeed — especially when the danger of speeding traffic, high-voltage wires, machinery, and the rest of modem technology we take for granted is considered.

With these thoughts in mind, I have prepared a special scenario which will put the adventurers through a short "routine" adventure in a "World of Greyhawk" city. This will lead them to a cellar and a tunnel which in turn brings them to a sewer and up to a subway tunnel. The power which brings the party to this place will probably cause a blackout in the city, so for a time the players will be uncertain where they are. If it all works as well as I think it will, the report of the game will be submitted for publication in a future issue.

In the city setting, magic will work, although cleric spells above third level will not. Of course, firearms also work. The perils of the place — police, street gangs, muggers, criminals of other sorts, citizens with karate training or able to box, those with guard dogs, etc. — will be numerous and different. Weapons aren't difficult to rate according to damage. Electricity will be interesting — low-tension AC giving but 1d6 damage (4d6 if the party is well grounded), low-tension DC doing 1d6 each segment until the victim is freed, and high-tension DC doing 1d20 in the same manner. Cars will inflict 1d4 damage for each 10 mph of speed. Small trucks will get a d6, large ones a d8, and trains a d10 for each 10 mph.

Each special character (guard, policeman, street tough, mugger, etc.) will be given a level roughly corresponding to those of AD&D characters, although the type of dice used will be non-standard. If the adventurers survive and manage to return to their own place in the multiverse, they will have little in the way of treasure — at least in all probability.

Gunpowder and explosives will not function on the World of Greyhawk. Lighters and flashlights must be garnered. Perhaps things such as aluminum arrows, metal bottles (canteens) and plastic containers might prove useful. There will be a jewelry store or two, and an art galley, but trying to loot them will certainly bring police and possibly a SWAT team.

What should prove the real fun of this whole scenario is discovering the perils of the modem world as DM and seeing how the players handle them in their roles as fantasy world adventurers. If you have DMed or played settings of this type, by all means tell me about the experience, so I can pass it along to the other readers!

* * * * *

As a caution, I must point out that the Schick-Moldvay series "Giants In The Earth" tends to rate the figures too high, making them more like gods than "heroes." Cugel is okay (although his wisdom rating is too high for my taste), but Kane is *too* powerful! A 30th-level Fighter/20-level Magic User/14th-level assassin? Come on, fellows! Would you believe a 20th-level Fighter/16th-level Magic User/12th-

(cont. on page 22)

Sorcerer's Scroll

(cont. from page 12)

level Assassin? Still a bit high, but it is at least a bit more reasonable for use in a game. As he stands, Kane could pretty well blow away nearly anyone or anything in a normal campaign. More on this subject as new figures appear.

* * * * *

Many of you are aware that we are readying a number of new modules — some of which might be on sale when this sees print — including a couple that I have done, Lawrence Schick's *White Plume Mountain*, a number from Len Lakofka, (finally) *The Queen of the Demonweb Pits*, the Origins '79 tournament dungeon (as well as the one used at Origins II, *Expedition to the Barrier Peaks)*, and some others too.

What you might not be aware of is that we are also doing work on modules for such games as *Boot Hill* and *Gamma World.*

As I've mentioned before, when I get an opportunity, I always play in Jim Ward's excellent Metamorphosis Alpha campaign, where Ernie Gygax, Skip Williams, Tom Wham, and I — just to mention a few of the regulars — have managed to establish a power group called "The Vigilists."

The core characters began with some good mutations and proceeded to acquire a fair selection of tech items, a command ring, and then some D&D characters, as described in a past article.

Well, Jim was in the area recently, and we gathered to play one evening. The sneak slipped in the GW module he is working on, so unbeknownst to us, we play-tested a portion of it for him. The play was different from MA, but a lot of fun and highly hazardous too. We lost a green bracelet, a laser pistol and several energy cells, 5 sets of duralloy swords and shields, and one member of the party. Luckily, we chanced to find the right place and do the right thing, so we ended up with a small army of 100 "cargobots," small robots with treads for locomotion, tentacles for manipulation and attack, and a reasonable armor class and hit point total.

With that sort of backing, perhaps we'll no longer be fearful of risking the D&D characters and go for an all-out attempt to clear a whole level for the Vigilist cause. MA and/or GW are fun, alone or with a D&D/AD&D Campaign!

ORIGINS report

(cont. from page 10)

hobby, meeting the people that keep fantasy alive is really worthwhile. Some of my fellow gamers think that others get rich by putting out board games, rules, and miniature figures. Actually, no one has done much more than earn a hard-fought living from the hobby yet. Most of the "pros" have to pay for their bread and butter with some other line of work, and enjoy gaming only as a paying hobby.

Although classes and symposia are part of every convention, ORIGINS and other gaming conventions have a series of "cracker-barrel" discussions or "roasts" where the public can get back at the designers who have offended them in some way. One of the most interesting sessions at ORIGINS was with Simulations Publications Inc. (SPI), of board-game fame. The eminence of SPI was on stage. A hush came over the audience.

Jim Dunnigan is a games theoretics wizard, and wanted everyone to admit it. Just because his team makes a teeny mistake every once in a while doesn't mean it isn't the best. So, during the SPI talk session, James tried to roast the ears of assembled notables by announcing that from here on his organization would regularly put out errata sheets on other publisher's games. (Watch out, Gygax!)

Everyone was so flabbergasted that they were completely at a loss for words. Everyone, that is, save a feisty Greek who had the never to tell the Irishman that he should clean up his own act first. Then it was Jim who was at a loss for words.

Well, folks, that was the bad news. SPI's rumor mill is now grinding out the good news — the next advance in game theory that SPI will forge should totally eliminate the hexagon board. The logistic masterpiece that will glide forth from Dunnigan's R&D crucible is to be based on the Armed Forces Procurement Regulations (ASPR), and vastly simplify them. To be called Zero Defects, its rule folder will invite all other publishers to publish errata if they can find any.

Zero Defects will also take the Department of Defense to task for requiring a three-foot shelf of books to play a game that can be reduced to a single sheet of paper. Final release of the game will have to await DOD security declassification.

After SPI had aired its dirty linen, Al Nofi had turned his in, and Dave Isby had dropped his last profound comment, there only remained to pack up and leave. As the crashing of felled display tables ceased and the parking lot emptied, a lone, holdout table stood solidly amid the debris.

The greatest of the master chaotic rulemakers was still laboring to balance his accounts. Lou Zocchi helped start all this, and all who think of him wish him well. He is the first and the last (Rumor: Lou's new fantasy combat rules for chimeras vs. pegasi, flying dragons, and hippogriffs will be announced soon and will add new aerial dimensions to fantasy adventures.)

Jam Sessions: Throughout the day and on into the night, the host of gamers enjoyed trading Eastern Front calamities and dungeon adventure tales. The blarney rivaled "war stories" from Saigon's noncombatants. But it was all good fun, and everyone enjoyed himself. Each had finally found others who understood their tales. After all, how can you talk about your hobby with someone who doesn't even know the difference between an orc and a gnoll?

Several clubs and players arrived in groups to see the latest developments in their hobby. The club that deserves finest mention, however, was represented by only one individual.

This club, from a remote village in faraway Florida, knew it could not attend as a group. The whole club of 12-16 year-old boys pooled their money and elected a single representative to go to ORIGINS. This alert fellow scouted the booths, sneaked into the classes without paying, and talked to everyone he could buttonhole to discover the most interesting game at the convention. After observing the spectrum of offerings, he came to a significant conclusion: "D&D," he said, "is where it's all at."

Even chaos can bring observant viewers to the right conclusion.

Did you Know? . . . ?

Of course we all know that July 15 is St. Swithin's Day, September 22 is the Autumnal equinox, and Guy Fawkes Day is celebrated enthusiastically on November 5. But, did you know that the Chinese Dragon Boat Festival occurs on June 10? Or that the Battle of Agincourt and the Battle of Balaklava (the Charge of the Light Brigade) were both fought on the same date, October 26?

You'll find these dates, traditional holidays, and future convention dates, along with some other more esoteric and little-known anniversaries in the upcoming TSR Periodicals Fantasy Calendar. This calendar will feature 13 full-page, full color pieces of art by several different fantasy artists, many of whom have done covers for *The Dragon* in the past.

Sound interesting? Check out next month's issue of *The Dragon* for more details on how to order.

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Some back issues of TD are still available. Only those listed below are in stock. Back issue price is $2.10, postage and handling are included.

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Books Are Books, and Games Are Games, and Never the Twain. . .

Heroic fantasy adventure novels relate a story for the reader's leisure enjoyment. Heroic fantasy adventure games provide a vehicle for the user's creation and development of epic tales through the medium of play. This simple difference is too often overlooked.

In the former case, the reader *passively* relates to what the author has written, hopefully identifying with one or the other of the novel's leading characters, thus becoming immersed in the work and accepting it as real for the time.

Games, however, involve participants *actively;* and in the instance of fantasy adventure games, the player must create and develop a game persona which becomes the sole vehicle through which the individual can relate to the work.

Again, in the novel, the entire advantage related is a matter of fact which the reader will discover by perusal of the story from beginning to conclusion, without benefit of input. In contrast, the adventure game has only a vaguely fixed starting point; and the participant must, in effect, have a hand in authoring an unknown number of chapters in an epic work of heroic fantasy.

A novel has an entirely different goal than does a game, although both are forms of entertainment. The novel carries the reader from start to finish, while the game must be carried by the players.

An heroic fantasy adventure story should be so complete as to offer little within its content for reader creativity, or else it is an unfinished tale. This is not to say that the reader can not become involved in the telling, that there is no rapport between writer and reader, or even that the whole milieu produced by the work isn't vividly alive in the reader's mind. It simply is to point out that the author has conceived a fantasy, placed it in black and white before the reader, and invited him or her to share it.

A fantasy adventure game should offer little else but the possibility of imaginative input from the participant, for the aim of any game is to involve the participants in active play, while heroic fantasy adventure dictates imagination, creativity, and more.

The obvious corollary to this—and one evidently missed by many players, designers, and even publishers—is that a truly excellent novel provides an inversely proportionate amount of good material for a game. The greater the detail and believability of the fantasy, the less room for creativity, speculation, or even alteration.

Consider J.R.R. Tolkien's "Ring Trilogy" for a moment. This is certainly a masterwork in heroic fantasy—with emphasis on fantasy. Its detail is vast. Readers readily identify with the protagonists, whether hobbit, human, or elf. Despite the fact that the whole tale seems to vouch for the reliability of the plain and simple "little guy" in doing a dirty job right, in spite of the fact that these books could very well deal allegorically with the struggle of the Allies versus the Axis in WWII, in spite of the fact that the looming menace of the Tyrannical Evil simply blows away into nothing in the end, millions of readers find it the epitome of the perfect heroic fantasy adventure.

There are no divine powers to intervene on behalf of a humanity faced by ineffable evil. The demi-god being, Tom Bombadil, is written out of the tale because his intervention would have obviated the need for the bulk of the remaining work. The wizards are basically mysterious and rather impotent figures who offer cryptic advice, occasionally do something useful, but by and large are offstage doing "important business" or "wicked plotting."

Thus, the backbone of the whole is the struggles of a handful of hobbits, elves, humans, and dwarves against a backdrop of human armies and hordes of evil orcs. Irrespective of its merits as a literary classic (and there is no denying that it is a beautifully written tale), the "Ring Trilogy" is quite unsatisfactory as a setting for a fantasy adventure game.

If the basis for such a game is drawn straight from the three novels, then there is no real game at all—merely an endless repetition, with a few possible variations, of the "Fellowship" defeating Sauron *et al.* As soon as the potential for evil to triumph is postulated by the game, several problems arise: First, most dedicated readers, identifying with the heroic elements of the work, do not desire to play the despised forces of Saruman or Sauron. The greater chance to win that evil has, the greater the overall antipathy for playing the game at all. Tolkien purists will also object to a distortion of the story.

Finally, even if the whole is carefully balanced, the best one can come up with is a series of variations on the "Ring Trilogy," whether the reenactment is a role-playing game or a boardgame. The roles are cast by Tolkien, the world is structured according to his wants and desires. The more game put into this framework, the less of J.R.R.T. the participant will discover.

In similar fashion, imagine a game based on the exploits of Arthur Conan Doyle's magnificent Sherlock Holmes. Which of the participants wouldn't wish for the role of the great detective? Or at the very least Dr. Watson? The subject matter for any such game would be particularly difficult to handle, and what would the participants do if Holmes were slain? Or merely made a fool of, for that matter?

These two examples of extrapolating a game from fiction are given only to illustrate the point about the major differences between what makes a good game and what makes a good adventure novel. The same applies to all works of fiction to a greater or lesser extent.

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Delving further into the matter, we next come to the character in the adventure. In heroic fantasy novels, each character is designed to fit into the tale being told, for whatever ends the author desires. Each such character is interwoven to form the plot fabric of the work.

Such characters make for great reading, but as absolute models for games? Never! What AD&D player would find it interesting to play a wizard figure of Gandalf-like proportions? What DM would allow a Conan into his or her campaign?

The object of the character in the fantasy adventure game is to provide the player with a means of interacting with the scenario, a vehicle by which the participant can engage in game activity. Each gaming character must provide interest for the participant through its potential, its unique approaches to the challenges of the game form, and yet be roughly equal to all other characters of similar level.

While novels fix character roles to suit a preordained conclusion, game personae must be designed with sufficient flexibility so as to allow for participant personality differences and multiple unknown situations.

Were a designer to offer a game form in which all participants were fighters of Conan's ilk, participants might find it interesting at first, but then the lack of challenge and objective would certainly make the game

pall. If the design were then amended to allow for titanic forces to actually threaten a fighter of Conan's stature, the game merely becomes one where participants start at the top and work upwards from there.

This approach seems quite unacceptable to my way of thinking, and not necessary because it could have begun on a far more reasonable and believable level. The same logic applies to designs which feature any type of character as super-powerful. They are usually developed by individuals who do not grasp the finer points of game design, or they are thrust forward by participants who envision such characters as a vehicle to allow them to dominate an existing game form.

Were fighters to be given free rein of magic items in AD&D, and spells relegated to a potency typical of most heroic fantasy novels, for example, then the vast majority of participants would desire to have fighter characters. This would certainly lessen the scope of the game.

If a spell point system which allowed magic-users to use any spell on the lists (frequently, for what spell point system doesn't allow for rapid restoration of points?!), these characters become highly dominant, and again most participants will naturally opt for this role.

Were clerics to be given use of all weapons and more offensive spells, the rush would be for priest characters.

Were thieves assumed to be more brigand and less of a sneak-thief, pickpocket character, so that they fought as fighters and possibly wore armor, then the majority of players would desire thief characters.

The point is, each AD&D character has strengths and weaknesses which make any chosen profession less than perfect Choose one, and you must give up the major parts of the other approaches. Each character has different and unique aspects. Playing the game with the different classes of characters offers a fresh approach, even if the basic problems are not dissimilar. The diversity of roles, without undue inequality, is what makes any game interesting and fun to play.

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In a novel, diversity is a tool for the author to use in developing the protagonist's character, for highlighting the magnitude of his or her accomplishments, as a contrast between good and evil, or whatever is needed. A novel can easily have a magic-using fighter, a sword-wielding wizard, or a thief who combines all such aspects.

The work can just as well have the antithesis of such characters—the inept swordsman, the bumbling, lack-power magician, the hopeless thief who never gains a copper. The writer knows his or her aims, and such personae are actors who follow their roles to the desired end.

Contrary to this, in the fantasy role-playing game, characters are the principal authors of the adventure epic which is developed by means of the rules, the Dungeon Master's scripting, and the players' interaction with these and each other. With characters of too much or little power, the story rapidly becomes a farce or a tragedy!

By all means, do not discard heroic fantasy novels as useless to gaming. They are, in fact, of utmost benefit! If the basis of the game is a setting which allows maximum imaginative input from players, and characters' roles are both unique and viable (as well as relatively balanced as compared to one another), ideas for these areas, and for all the structure and "dressing," are inspired from such fictional works.

With appropriate knowledge of what can only be called primary source material as regards heroic fantasy (the classic mythology works of Europe, et al), these novels not only engender fresh ideas, they also point the designer or DM toward other areas. After all, the authors of such works often have considerable knowledge of subject matter ideal for use in heroic fantasy adventure gaming. Tolkien drew heavily upon British myth, the Norse Sagas and Eddas, and even the word *ent* is from the Saxon tongue, meaning giant.

There is certainly much to be learned from scholarly writers, and they can often point the reader toward the source material they used As a case in point, L. Sprague de Camp and Fletcher Pratt cite *Faerie Queen* and *Orlando Furioso* as sources for parts of THE INCOMPLETE ENCHANTER and THE CASTLE OF IRON. The latter stories are exceptionally fine examples of heroic fantasy adventure. The former works are excellent inspirational sources.

The "G Series" modules (STEADING OF THE HILL GIANT CHIEF, GLACIAL RIFT OF THE FROST GIANT JARL, and HALL OF THE FIRE GIANT KING) were certainly inspired by the de Camp and Pratt INCOMPLETE ENCHANTER.

The three "D Series" modules which continue the former series owe little, if anything, to fiction. Drow are mentioned in Keightley's THE FAIRY MYTHOLOGY, as I recall (it might have been THE SECRET COMMONWEALTH—neither book is before me, and it is not all that important anyway), and as Dark Elves of evil nature, they served as an ideal basis for the creation of a unique new mythos designed especially for AD&D. The roles the various drow are designed to play in the series are commensurate with those of prospective player characters. In fact, the race could be used for player characters, providing that appropriate penalties were levied when a drow or half-drow was in the daylight world.

The sketchy story line behind the series was written with the game in mind, so rules and roles were balanced to suit AD&D. It is not difficult to write a tale based on AD&D characters, but it is difficult to try to fit regular characters from an heroic fantasy novel into the AD&D mold. There are exceptions.

***

Individual characters from myth or authored mythos can be used as special characters of the non-player sort (monsters, if you will) for inclusion in scenarios. Most such characters can be altered to fit into AD&D—or rules can be bent in order to allow for them as an exceptional case-in order to make the campaign more interestng and exciting.

That is not to say that they can be used as role models for character types in the game—that Melneboneans, for example, are suitable as player characters just because Elric is inserted into a scenario. This sort of thinking quickly narrows the scope of the game to one or two combination-profession character types with virtually unlimited powers and potential, and there goes the game!

So when you are tempted to allow character additions or alterations which cite this or that work as a basis for the exception, consider the ultimate effect such deviation will have on the campaign, both immediate and long-term.

Keep roles from novels in their proper place-either as enjoyable reading or as special insertions of the non-player sort. The fact that thus-and-so magic-user in a fantasy yam always employs a magic sword, or that Gray Mouser, a thief, is a commensurate bladesman, has absolutely nothing to do with the balance betwen character classes in AD&D.

Clerics, fighter, magic-users, thieves, et al are purposely designed to have strengths and weaknesses which give each profession a unique approach to solving the problems posed by the game. Strengthening one by alteration or addition actually abridges the others and narrows the scope of your campaign.

YE FANTASYSMITH THE MATHEMATICIAN:

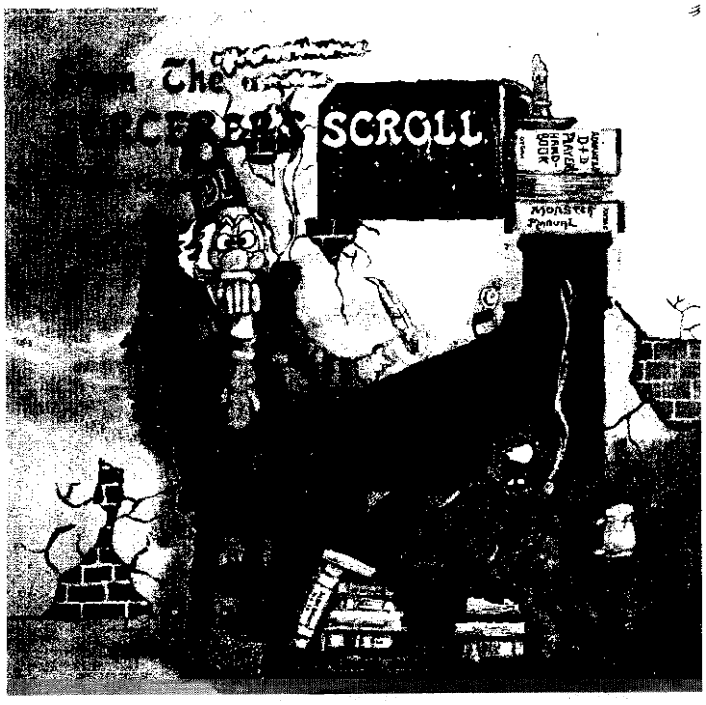
Smart folk would have figures that 3mm is one half of 6mm, so the scale fraction should be 1/600: half the fraction of a 6mm figure. Yet Fantasysmith said that the scale is 1/500! Did the half-elf lie?

Nay, varlet, let me show you the secret: .12″ = .01′, .01 divided by 6 = .00167, ROUND UP TO .002. The rest, dear reader, is mere child's play. Hope you had fun. (Gales of jeering derision: NYAAANYMA)

Did you Know? . . . ?

Of course we all know that July 15 is St. Swithin's Day, September 22 is the Autumnal equinox, and Guy Fawkes Day is celebrated enthusiastically on November 5. But, did you know that the Chinese Dragon Boat Festival occurs on June 10? Or that the Battle of Agincourt and the Battle of Balaklava (the Charge of the Light Brigade) were both fought on the same date, October 26?

You'll find these dates, traditional holidays, and future convention dates, along with some other more esoteric and little-known anniversaries in the upcoming TSR Periodicals Fantasy Calendar. This calendar will feature 13 full-page, full color pieces of art by several different fantasy artists, many of whom have done covers for The Dragon in the past.



Playing on the Other Planes of Existence

Details of the various planes of existence which surround and complement the Prime Material Plane have, until now, been left to the various DMs. Because AD&D has many more strictures than does D&D, I felt that maintaining such areas as the purview of the DM allowed the opportunity for creativity and imaginative input to a degree greater than that in D&D. After all, here were virtual universes to order.

But on second thought, it is perhaps a bit too much. Outside of a few facts regarding the principal creatures inhabiting some of these planes, there is nothing upon which to build. While a few highly dedicated and exceptionally creative individuals have undoubtedly found the time and energy and inspiration to begin development of the milieu of a plane or planes, most DMs have shied away from the undertaking-at least as a really divergent game system.

In fact, upon reflection on the matter, it doesn't make a great deal of sense to offer areas totally unrelated to the general framework of AD&D. Games other than AD&D do that. What is needed is a system providing ties to the structure of AD&D, but as a skeleton only, thus giving a starting frame of reference for individual creativity.

* * *

Consider the total formlessness of the Plane of Hades, for example. AD&D relates that the place is the realm of Neutral Evil. Night hags, nightmares, and larva are found there, as the MONSTER MANUAL states. Daemonkind roam the plane. Certain magic items and spells will not work there. So much for the data available on the plane. This is pretty sketchy information, and the DM must be inventive and innovative indeed to construct a whole milieu and devise rules for the place, unless he or she resorts to AD&D.

Now, this is all well and good, but the sheer mass of rules will require extensive effort at merely categorizing, noting differences, and then constructing replacement sections. As the planes are interconnected to the AD&D multiverse, it is actually TSR's job, and mine, to see that the laborious functions are weeded out into what is not a part of a given plane and what is germane. This task must be handled so as to avoid unnecessary restrictions. It must give a basis upon which to develop a special milieu, but not set forth yet another tight set of rules which must be strictly adhered to.

* * *

This same principle applies to all portions of the AD&D multiverse not immediate to the rules, i.e. the parallel worlds and universes. If one assumes that the planes which surround the AD&D Prime Material Plane are repeated ad infinitum around parallel worlds, then there is an opening to the true infinity of creativity.

We can concern ourselves directly, however, with only those areas which are immediate to AD&D. Thus, a parallel world based on GAMMA WORLD and another rooted in BOOT HILL are proper considerations, but the planes which surround these milieux are the purview of the DM. There may be such planes, only some of them or none. The framework for the parallel world is provided in the game system; alterations for its adaption to AD&D are given, with respect to GW and BH, in the DUNGEON MASTERS GUIDE. All other details, from how adventurers enter the plane to how they can return to the "normal" AD&D universe, are left to the DM.

This brings us to the delineation of what needs be done to allow the game master to construct variations based on other planes and parallel worlds with a maximum of creative latitude and a minimum of routine labor.

* * *

Obviously, it is impossible to deal with more than a few of the possible parallel worlds. Those which are based on other TSR games can be detailed to some extent. Suggestions are easily drawn from such conversion modes and can be applied to other publishers' designs or the authored mythoi desired by the DM as the framework for alternate milieux. That leaves the Inner and Outer Planes of the AD&D universe as the main subject for development. Certain of these planes attract more attention, and these popular areas are the ones which must receive attention first.

When ADVANCED DUNGEONS & DRAGONS was still in its earliest conceptual stage, Steve Marsh and I exchanged considerable correspondence pertaining to the planes. I then had to immerse myself in the task of setting the design to paper, and for several years Steve and I exchanged only brief letters on an occasional basis. During this relative hiatus, I also worked up a number of dungeon modules, including the series which will culminate in an adventure on one of the planes of the Abyss Q1, QUEEN OF THE DEMONWEB PITS).

It so happened that Dave Sutherland had a splendid inspiration regarding this setting, so my rather sketchy notes were set aside for use in another module, and Dave was given the go-ahead to do the scenario. (As of this writing, it is nearly complete, and I hope that it will soon find its way into print!) The information in the module should be sufficient to serve as a guide for development of the entire 666 "layers" of the Abyss. I expect that extrapolation will allow rather speedy handling of the other lower planes as well, with emphasis on Hell, of course, as it is the other most treated/frequented area in campaigns. Still other planes are badly in need of attention.

The other obvious candidates are the Astral, Ethereal, and Elemental planes. I have suggested that TSR's design staff go to work on modules dealing with adventures which feature the Astral Plane and the Ethereal Plane. There will also be encouragement to do modules which place action on Lower Planes. The Elemental Planes are another matter, despite my "having heard some of TSR's designers express an interest in doing work involving such planes. Steve Marsh and I are again engaged in fairly regular correspondence, and just awhile back he sent me some material he had written regarding adventures on these planes. I hope to be able to find the time to work this material into a form usable with AD&D, add my own ideas, kick the whole back to Steve for his further commentary and addition; and then we'll hopefully be able to offer a set of four or more modules which will provide interesting adventures, many new creatures (populating the respective Elemental Planes), new magic items/forms, and still provide a vehicle for expansion and extrapolation.

Properly done, such modules will be the guidelines with which the DM can create new milieux. Although I have been, and will be, involved with the development of all treatments of the AD&D planes, I am particularly desirous of having initial, direct input in the writing of material pertaining to the Elemental Planes.

* * *

It is of interest to relate that just prior to the appearance of the excellent article "Elementals and the Philosopher's Stone," by Jeff

Swycaffer (THE DRAGON #27, Vol. IV, No. 1, July 1979), Dave Sutherland and I were discussing the various Elemental Planes, concentrating on the borderland areas betwen them, i.e. where Water touches Air and Earth and where Fire touches Air and Earth. Mr. Swycaffer's ideas were good indeed, and if *vapor* is substituted for "moist" and dust is used to replace the term "dry/dryness," you will have a good idea as to how the borderlands between Elemental Planes will be treated. Naturally, the denizens of these regions, "para-elementals" (not to be confused with Fritz Leiber's "paramentals") and other things, will also add to the overall scope of the game.

* * *

The ethical/moral concepts of good and evil do not, I believe, properly belong to any treatment of the elemental area, *per se*. But while there will be no "good" or "evil" elemental type, there certainly must be elementals of good or evil disposition to complement those of neutral bent.

Similarly, the attributes of barrenness and fertility, the conditions of pleasure and pain, and the states of beginning and end are not elemental in the sense of the term used in AD&D. The presence or absence of light isn't necessarily tied to the elemental principle either, although it is a very nice touch with respect to the polarity of the "Philosopher's Stone."

While certain of the precepts of Mr. Swycaffer's article will be evident in treatments of the various Elemental Planes, the whole-will not be there. This is mentioned so that Dungeon masters reading this article will be able to peruse these modules with the aim of understanding the methods by which rules and an overall scheme were selected and tied together to arrive at something similar, yet different, in AD&D. If you have opinions which you wish to share with us, please drop me a line. Better still, if you have what you believe is an outstanding treatment of one of the planes, why not submit it to TSR's design department?

* * *

There is no question that it will be some time before any significant amount of material detailing adventures on other planes will be forthcoming from TSR. It will take me two or three months to prepare a rough draft of even one such module, and allowing a like amount of time for Steve Marsh to work it over, and then no less than six months to go through production, means that the first such scenario (not including QUEEN OF THE DEMONWEB PITS, which is due out soon now, as I said previously) won't appear until about one year after you have read this article. That, Dear Reader, is a minor miracle in itself, as fully ready games take usually about one year between completion and release.

Because the subject matter is close to regular AD&D play-many elementals and creatures of the Elemental Planes are regular inhabitants of the campaign milieu and are summoned by spells—development of information on how to set up and run scenarios dealing with these planes is important. Likewise, such information will enable DM's to prepare for such activity on the other planes as well.

AD&D is an ongoing game. It offers variety of play and development of characters in a linear direction. Unquestionably, the addition of other planes for adventuring purposes will certainly excite participants, offering them new areas to explore and new challenges.

DM's developing their own data will be able to institute new rules which they have always wanted to try without disturbing the conformity of the basic AD&D campaign. The planes offer an endless field for creative design and play, connected to, but not necessarily a part of, the general AD&D campaign. These offshoots can coexist and not change the game into some variant which will eventually terminate the group from the mainstream of the game as played throughout the world. This potential gives the best of both (all) worlds, and the Elemental Planes will certainly provide the best springboard to development of all of the planes.

* * * * *

In a previous column I mentioned that I would set up an adventure where the players would end up in the city streets of the 20th century. Well, I knocked together some rules, put the scenario together, stocked the place with "treasures" of a technological sort, and sprinkled some monsters (thugs, gangs, police, etc.) around.

Much to my chagrin, Ernie the Barbarian was leading the expedition. When his party emerged from the subway—and despite the general blackout in the city due to the power failure caused by their entry into this alternate world—he stopped, looked, listened and then headed back for the "safety" of the "real world!" Some people really know how to spoil a DM's fun. . . .

If any of you have conducted a successful adventure in a modem urban setting, please write me about it, including the rules modifications and additions used. If I get something on this, a future column will include the story and the rules used, along with those I devised. If there is nothing received, I'll assume that the setting is not popular enough to warrant further discussion and drop it.

You Learn Something New Every Day . . . if you have the 1980

Days of The Dragon

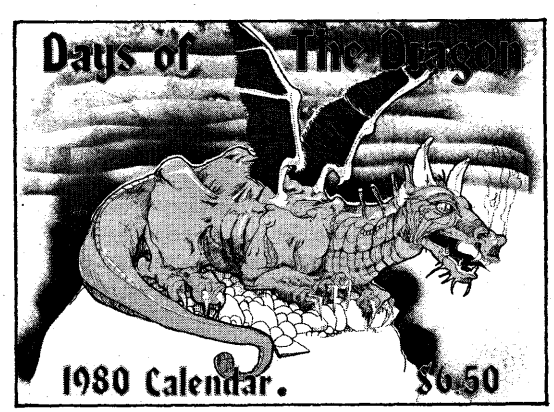
fantasy art calendar

Did you know that the first human cannonball act was successfully performed in 1887?

or that Sitting Bull and Rasputin were murdered on the same day, 26 years apart?

or that GenCon XIII will be held on Aug. 21 thru Aug. 24, 1980?

From the whimsical to the macabre to the bizarre to convention dates, you'll find entries for every day of the year. But squares with numbers and printing alone do not a calendar make. For each of its 13 months, the calendar offers outstanding fantasy art, indeed, the finest collection ever published by TSR Periodicals, created especially for *Days of The Dragon*.



From January 1980 through January 1981, *Days of The Dragon* is functional, informative, entertaining, and decorative. Be advised, though, that quantities are limited. If you can't find the 1980 *Days of The Dragon* where you normally buy *THE DRAGON* magazine, order directly from TSR Periodicals. Send $6.50 plus $0.50 postage and handling ($7.00 total) to: *Days of The Dragon,* TSR Periodicals, P.O. Box 110, Lake Geneva, WI 53147. Allow 3-4 weeks for delivery.

AD&D's Magic System: How and Why It Works

©Gary Gygax

Working up rules about make-believe can be difficult. Magic, AD&D magic, is most certainly make-believe. If there are "Black Arts" and "Occult Sciences" which deal with real, working magic spells, I have yet to see them.

Mildly put, I do not have any faith in the powers of magic, nor have I ever seen anyone who could perform anything approaching a mere *first-level* AD&D spell without props. Yet heroic fantasy has long been one of my favorite subjects, and while I do not believe in invincible superheroes, wicked magicians, fire-breathing dragons, and the stuff of fairie, I love it all nonetheless! Being able to not only read about heroic adventures of this sort, but also to play them as a game form, increased the prospects of this enjoyment of imaginary worlds. So magic and dragons and superheroes and all such things were added to *Chainmail.*

Simply desiring to play fantasy-based games does not bring them into being as a usable product. Most of the subject matter dealt with has only a limited range of treatment. Thus, giants are always written of as large and not overly bright, save in Classical mythology, of course. Some are LARGE, and some are turned to stone by sunlight, and so on, but the basics were there to draw from, and no real problems were posed in selecting characteristics for such creatures in a game. The same is basically true for all sorts of monsters and even adventurers—heroes, Magic-Users, *et al.*

Not so with magic. There are nearly as many treatments of magic as there are books which deal with it.

What approach to take? In *Chainmail,* this was not a particularly difficult decision. The wizard using the magic was simply a part of an overall scheme, so the spells just worked; a catapult hurled boulders and a wizard fire balls or lightning bolts; elves could move invisibly, split-move and fire bows, and engage monsters if armed with magical weapons, while wizards could become invisible or cast spells.

When it came time to translate the rather cut-and-dried stuff of *Chainmail's* "Fantasy Supplement" to D&D, far more selection and flexibility had to be delivered, for the latter game was free-form. This required me to back up several steps to a point where the figure began a career which would eventually bring him or her to the state where they would equal (and eventually exceed) a *Chainmail* wizard. Similarly, some basis for the use of magic had to be created so that a system of spell acquisition could be devised. Where should the magic power come from? Literature gave many possible answers, but most were unsuitable for a game, for they demanded that the spell-caster spend an inordinate amount of time preparing the spell. No viable adventurer character could be devised where a week or two of preliminary steps were demanded for the conjuration of some not particularly mighty spell. On the other hand, spell-casters could not be given license to broadcast magic whenever and wherever they chose.

This left me with two major areas to select from. The *internal power,* or *manna,* system where each spell-caster uses energy from within to effect magic, requires assigning a total point value to each such character's manna, and a cost in points to each spell. It is tedious to keep track of, difficult to police, and allows Magic-Users far too much freedom where a broad range of spells are given. If spell points were to be used, it would require that either selection be limited or all other characters and monsters be strengthened. Otherwise, spell-users woud quickly come to dominate the game, and participants would desire to play only that class of character. (As a point of reference, readers are referred to the handling of psionic abilities as originally treated in *Eldritch Wizardry.* Therein, psionic manna was assumed, the internal power usable to tap external sources, and the range of possible powers thus usable was sharply limited.)

Having read widely in the fantasy genre since 1950, I opted instead for the oft-used system which assumes that magic comes from power locked within certain words and phrases which are uttered to release the force. This *mnemonic power* system was exceedingly well articulated by Jack Vance in his superb *The Eyes of The Overworld* and *Dying Earth* novels, as well as in various short stories. In memorizing the magical words, the brain of the would-be spell-caster is taxed by the charged force of these syllables. To increase capacity, the spell-caster must undergo training, study, and mental discipline.

This is not to say that he or she ever understands the words, but the capacity to hold them in the memory and to speak them correctly increases thus. The magic words, in turn, trigger energy which causes the spell to work.

The so-called "Vancian" magic system allows a vast array of spells. Each is assigned a level (mnemonic difficulty) rating, and experience grades are used to expand the capacity of the spell-caster. The use of this particular system allows more restrictions upon spell-casting character types, of course, while allowing freedom to assign certain spells to lower difficulty factor to keep the character type viable in its early stages. It also has the distinct advantages of requiring that spell-users select their magic prior to knowing what they must face, and limiting bookkeeping to a simple list of spells which are crossed off as expended.

The mnemonic spell system can be explained briefly thus: Magic works because certain key words and phrases (sounds) unlock energy from elsewhere. The sounds are inscribed in arcane texts or religious works available to spell-users. Only training and practice will allow increased memory capacity, thus allowing more spells to be used. Once uttered, the sounds discharge their power, and this discharge not only unlocks energy from elsewhere, but it also wipes all memory of the particular words or phrases from the speaker's brain. Finally, the energy manifested by the speaking of the sounds will take a set form, depending on the pronunciation and order of the sounds. So a *Sleep* spell or a *Charm Monster* spell is uttered and the magic effected. The mind is wiped clean of the memory of what the sounds were, but by careful concentration and study later, the caster can again memorize these keys.

When *Advanced Dungeons & Dragons* was in the conceptualization stages some three years ago, I realized that while the "Vancian" system was the best approach to spell-casting in fantasy adventure games, D&D did not go far enough in defining, delineating, and restricting its use. Merely having words was insufficient, so elements of other systems would have to be added to make a better system. While it could be similar in concept to the spell-casting of D&D, it had to be quite different in all aspects, including practice, in order to bring it up to a higher level of believability and playability with respect to other classes.

The AD&D magic system was therefore predicated on the concept that there were three power-trigger keys-the cryptic utterances, hypnotic gestures, and special substances—the *verbal, somatic,* and

material components, possible in various combinations, which are needed to effect magic. This aspect is less "Vancian," if you will, but at the same time the system overall is more so, for reasons you will see later.

Verbal spell components, the energy-charged special words and phrases, are necessary in most spells. These special sounds are not general knowledge, and each would-be spell-caster must study in order to even begin to comprehend their reading, meaning, and pronunciation, i.e., undergo an apprenticeship. The basic assumption of this training is the ability to actually handle such matter; this ability is expressed in intelligence or wisdom minimums for each appropriate spell-using profession.

Somatic spell components, the ritual gestures which also draw the power, must also be learned and practiced. This manual skill is less important in clericism, where touching or the use of a holy/unholy symbol is generally all that is involved, while in the Illusionist class it is of great importance, as much of the spell power is connected with redirection of mental energy.

Material components are also generally needed. This expansion into sympathetic magic follows the magic portrayed by L. Sprague de Camp and Fletcher Pratt in their superb "Harold Shea" stories, for example. Of course, it is a basic part of primitive magic systems practiced by mankind. In general, some certain material or materials are also needed to complete the flow of power from the spell-caster, which in turn will draw energy from some other place and cause the spell to happen.

now do considerable studying, but he or she must also have the source material to study. AD&D also assumes that such material is hard to come by, and even if a spell-caster is capable of knowing/memorizing many and high-level spells, he or she must find them (in the case of Magic-Users and Illusionists) or have the aid of deities or minions thereof (in the situation faced by Clerics and Druids). These strictures apply to other professions which are empowered with spell use, as appropriate to the type of spells in question. In order to expand mnemonic capacity, spell-users must do further study and be trained. Thus, the system is in some ways more "Vancian," as such information and studies are indicated, if not necessarily detailed, in the works of that author. It might also be said that the system takes on "Lovecraftian" overtones, harkening to tomes of arcane and dread lore.

In addition to the strictures on locating the information for new spells, and the acquisition of the ability to cast (new, more powerful) spells, the requirements of verbal, somatic, and material components in most spell-casting highlight the following facts regarding the interruption and spoiling of spells: Silencing the caster will generally ruin the spell or prevent its instigation. Any interruption of the somatic gestures—such as is accomplished by a successful blow, grappling, overbearing, or even severe jostling—likewise spoils the magic. Lack of material components, or the alteration or spoiling thereof, will similarly cause the spell to come to naught.

Of course, this assumes the spell has the appropriate verbal, somatic, or material components. Some few spells have only a verbal component, fewer still verbal and material, a handful somatic and material, and only one has a somatic component alone. (Which fact will most certainly change if I ever have the opportunity to add to the list of Illusionists' spells, for on reflection, I am convinced that this class should have more spells of somatic component only—but that's another story.)

All of these triggers mean that it is both more difficult to cast a spell, especially when the new casting time restrictions are taken into account, and easier to interrupt a spell before it is successfully cast.

Consider the casting of a typical spell with V,S, and M components. When the caster has opportunity and the desire to cast a spell, he or she must utter the special energy-charged sound patterns attendant to the magic, gesture appropriately, and hold or discard the material component(s) as necessary to finally effect the spell. Ignoring the appropriate part or parts, all spells are cast thus, the time of conjuration to effect the dweomer varying from but a single segment to many minutes or tens of minutes. These combinations allow a more believable magic system, albeit the requirements placed upon spell-casters are more stringent, and even that helps greatly to balance play from profession to profession.

A part and parcel of the AD&D magic system is the general classification of each spell by its effect. That is, whether the spell causes an *alteration,* is a *conjuration/summoning, enchantment/charm,* etc. This grouping enables ease of adjudication of changes of spell effects or negation of power. It also makes it easier to classify new spells by using the grouping.

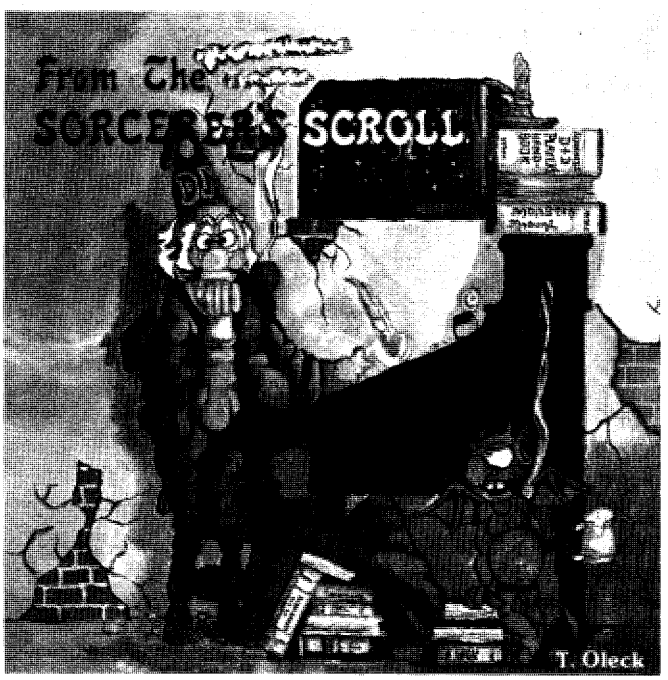
It seems inevitable that the classification and component functions wil eventually lead to further extrapolation. The energy triggers of sound and motion will be categorized and defined in relation to the class of dweomer to be effected. This will indicate what power source is being tapped, and it will also serve to indicate from whence the magic actually comes, i.e., from what place or plane the end result of a successfully cast spell actually comes. Perhaps this will lead to a spell-casting character having to actually speak a rime, indicate what special movements are made, and how material components are used. While this is not seriously proposed for usual play, the wherewithal to do so will probably be available to DMs whose participants are so inclined.

It all has a more important and useful purpose, however. Defining the energy triggers will make it possible to matrix combinations by class of spell-caster and dweomer group. Mispronounced spells, or research into new spells, will become far more interesting in many ways if and when such information is available and put into use!

As it now stands, the AD&D magic system is a combination of reputed magic drawn from works of fiction and from myth. Although they are not defined, verbal and somatic components are necessary energy-triggers. The memorization of these special sounds and motions is difficult, and when they are properly used, they release their small stores of energy to trigger power from elsewhere. This release totally wipes all memory of sound and/or motion from the memory of the spell caster, but it does not otherwise seriously affect his or her brain—although the mnemonic exercise of learning them in the first place is unquestionably taxing. Duplicates of the same spell can be remembered also, but the cast spell is gone until its source is again carefully perused.

The new form which spell casting has taken in ADVANCED DUNGEONS & DRAGONS has a more realistic flavor to it—unimportant, but some players revel in this sort of thing, and that is well enough. Of real importance, however, is the fact that it requires far more effort from spell-casters in gaining, preparing, and casting spells. It makes them more vulnerable to attacks which spoil the casting of the spell. All in all, it tends to make each and every profession possible for characters in AD&D to be more equal, but still very different, from all of the others. Lastly, it opens up new areas where new development can be done at some future time, and if such new material adds significantly to the enjoyment of the game, it will certainly be published—in experimental form herein, then possibly in final form in a revised edition of the work itself.

If the foregoing doesn't completely explain everything you or your players wish to know about the AD&D magic system; if after all of those words there are still unanswered questions, doubts, or disputes, remember the last and overriding principle of the whole: ITS MAGIC!



What's ahead for TSR?

The course of TSR Hobbies' development has been rather like a D&D campaign. When we finished our first fiscal year back in 1975, we were pretty much a low-level-character sort of company, with gross sales of only about $50,000. We had excellent experience the next year, with a $300,000 figure, and in 1977 we doubled that to $600,000. TSR didn't quite double again in fiscal 1978, ending the year at a gross of near $1,000,000, but in '79 we did a bit better, finishing at a gross of well over $2,000,000.

From the way 1980 is shaping up, there is no reason to doubt that we'll at least double in size once again. It is possible that we'll be the largest hobby game company—and ready to start toward the really high-level game producers such as Milton Bradley and Parker Brothers—by 1982. (To those who doubt, think about the relative size of TSR and Avalon Hill, for example, in 1975 . . . .)

There is no question but that we owe most of our success to *Dungeons & Dragons* and *Advanced D&D* too, of course. The *Basic Set of D&D* is now a best-selling game—and that means it is competing with *Monopoly, Scrabble,* and the rest of the mass market games! The other games in the line are generally keeping pace, but it is a one-horse race as of now. There are some 500,000 or more *D&D* players busily converting their friends to the game. All we can do is say "Thank you" and try to keep producing good games in hopes of matching the success of *D&D*. Of course, we aren't ignoring *D&D* and *AD&D* meanwhile; don't misunderstand. In fact, that's what this column is all about!

It was just over a year ago when Kindly Editor Kask and I sat down and discussed the possibilities for more *D&D* and *AD&D* features in *The Dragon*. My contribution was to be this column, and the project was given the green light, on the condition that I provide at least three articles initially and always stayed at least one ahead of publication. I tend to work in spurts, and it was no problem to dash off a couple of batches of articles, and then a couple of fill-in pieces, during the first few months. All of my pieces for this column were actually written well over six months ago, all save this very one you now read.

Why? Well, those dozen-plus months seem more like a decade, so many things have happened since "Sorcerer's Scroll" began. (Even this article was delayed a few days when my faithful old clickbox, the elderly machine which has seen me through *Tractics, Chainmail,* and all the rest down to date, suddenly refused to perform!)

So as I relate to you what has and will happen with *D&D* and *AD&D,* I'll also fill you in on some of the things taking place at TSR and my own activities. Meanwhile, please take note, Gentle Reader, that this column does invite the contributions of others. Failing some such, it will most assuredly be missing from these pages more often than not from now on, for my schedule is, shall we say, crowded.

TSR has a reasonable share of long range plans. Some involve the corporation, some consider products. We anticipated a growing demand for our games, and a gradual expansion of the corporation and its products accordingly. We began working toward the establishment of subsidiaries in Canada and the United Kingdom early last year. We also moved toward expanded distribution. Last, but not least, we laid firm plans for development of different forms of existing games as well as new games.

Things were moving apace, not at all unlike what we had planned, when news of the missing university student began to break. It was given nationwide coverage, and *D&D* was prominently mentioned in most of the stories. All hell broke loose at our offices—a veritable barrage of phone calls and personal calls from reporters from newspapers, radio stations, TV and magazines. When the chap turned up relatively safe and sound, the stories on *D&D* didn't stop; they just no longer mentioned him. Hectic, but great. It did things for sales you wouldn't believe. It also took up about 75% of my time, and in the meanwhile, our long-range planning was beginning to bear fruit.

The Canadian operation began to take shape, and I took a trip to England and the Continent in order to help frame that subsidiary. Talks with several major New York publishers grew serious, and after several visits to that city, and a sojourn to Bermuda for a sales conference, TSR signed an agreement appointing Random House as the exclusive distributor to the book trade for *D&D, AD&D* and certain playing aids. There have been trips for TV and radio interviews. There has been a series of meetings with entertainment media people. And, at long last, some really serious interest from a couple of reputable firms who think the concept of adventure games is right for TV games and home computers after all! (Aren't you all surprised to hear that?)

All of this has pretty well conspired to keep me from doing some of the things I should be-such as this column, modules like *The Temple of Elemental Evil,* and some half a dozen other manuscripts piled away in various stages of incompleteness. Luckily, we do have a great Design Department at TSR. More about their efforts later.

Dave Sutherland is at work with Tim Jones to bring you the long-overdue *Queen of the Demonweb Pits* (soon, I trust). Rob Kuntz is helping me with a revision of *The Lost Caverns of Tsojacanth,* a WinterCon tournament scenario which I based in part on one of his dungeon levels). The two new game designs I was fooling around with will have to be set aside for a time, but there is a long-desired and oft-worked-on project which I am desperately trying to save. This is what goes with the *World of Greyhawk* campaign map and gazetteer (Feb.-Mar. release date), a huge map of the City of Greyhawk, modules based on the original Castle Greyhawk, and a series of offerings which depict the Elemental Planes of Greyhawk. Parts of some of this have been done by me.

Stalwart Steve Marsh also sent me reams of absolutely superb conceptual material for the Elemental Planes, and in a moment of weakness, I proposed a collaboration, melding his and my ideas into a whole campaign series "Approved For Use With *Advanced D&D"!*

Connected to the *World of Greyhawk* project is a set of miniature rules for large-scale battles there, and to get ready for that, I had to complete rosters for the "Armies of Greyhawk." It is all in the capable hands of Steve Carpenter of Miniature Figurines now. Steve is going to do an excellent set of rules, I know, and MiniFigs will do a special line of *Armies* of *Greyhawk* miniature figurines soon. This brings me back to D&D and our Design Department.

Most of the personnel at TSR took part in design and development in years past As we realized that "Original" *D&D* (the first three booklets and the supplements) wasn't anywhere near adequate for the

needs of the readership it was attracting, it was decided that a simplified, clarified, introductory piece was needed. Shortly after this was decided, as if by divine inspiration, J. Eric Holmes got in touch with us and actually *volunteered* his services for just such an undertaking. All of you know the result, of course.

All of you also know why something had to be done. The "Original" work had been aimed at a small audience, one (wrongly) assumed to be highly conversant with military miniatures and basically non-critical. The booklets were hastily put together in late-night and spare-time hours, by and large, with little or no editing. Each supplement furthermore reflected development and evolution of the game, so there was contradiction, duplication, and vast areas of ambiguity and non-direction.

I saw this as a second problem, one well known to you also. *D&D* was too flexible and unlimited, in my opinion. The game was actually unrecognizable as played from group to group in the same locale, let alone different regions of the country! As plans of reorganizing and rewriting *D&D* were developed, I began my own work on Advanced *D&D,* and this kept me busy for some three years, more or less. By the time the final manuscript from Eric was in our hands, the rough of the *Monster Manual* was also finished, rough outlines of *PlayersHandbook* and *Dungeon Masters Guide* were typed up, and several portions of both works were likewise in manuscript form. We had two choices to consider with the new *Basic Set:* As it took players only through three experience levels, they could thereafter be directed to the "original" works, or we could refer them to *AD&D.* This put us on the horns of a real dilemma. Sending them into the morass of "Original" D&D put us back on square one, with all the attendant problems of rules questions, misinterpretations, and wildly divergent play. Yet there was no time to undertake a revision of the remainder of the "Original" works immediately—that was a project to take place sometime in the distant, dimly perceived future, when TSR could actually afford the luxury of a staff of designers!

On the other hand, *Advanced D&D,* even then obviously a different game system, could be offered as a stop-gap measure. Its classes, races, characters, monsters, magic, spells, and so forth were similar to, but certainly not the same as, those of *D&D.* Was it better to send enthusiasts into the welter of the "Original" material and let them founder around there? Or would it be better to direct them to *AD&D,* even if it meant throwing out what they had begun with the Basic Set and making them start afresh? Faced with a choice between chaos and a clean slate, we opted for the latter. (Although there are occasional letters from irate *D&Ders* who refuse to move into the new system, that is far preferable to what would have happened had we directed readers to the "Original" volumes!) After we selected what was actually the lesser of two evils, things went into high gear.

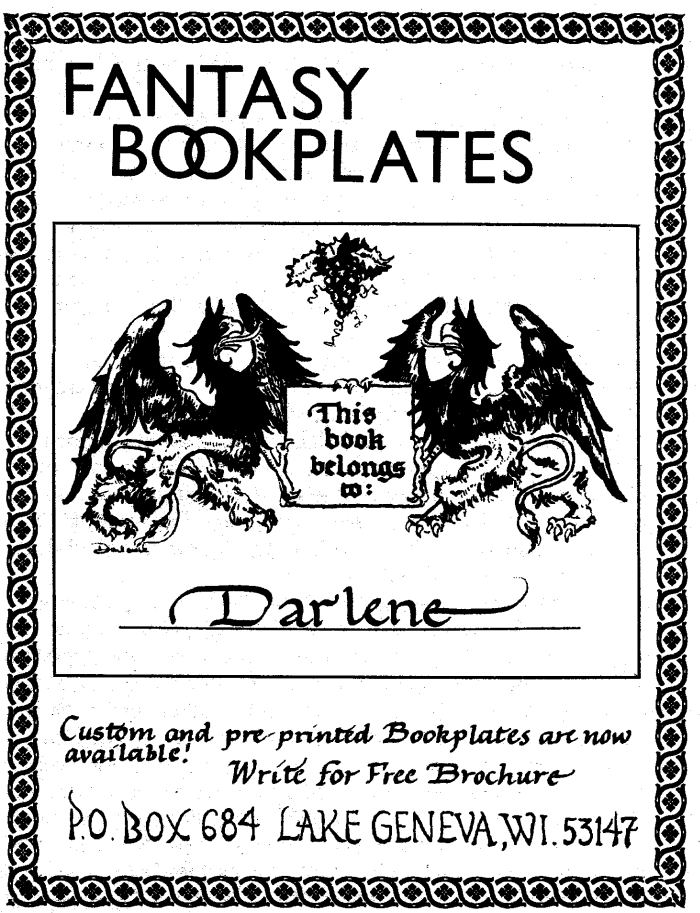
Pieces and parts of the various components of *AD&D* were grafted into the *Basic Set* rules manuscript so that *D&D* would be more compatible with the *Advanced* game. Readers were directed to *AD&D* throughout the *Basic Set,* with muttered prayers accompanying these directions, I am sure, as our production people had no idea then just how well it would all work out in the end, because much of the *AD&D* system was still on rough notes or in my head at the time. It turned out to be relatively acceptable as an interim measure, too.

With the usual stream of new designs submitted, the manuscripts for *Players Handbook, Dungeon Masters Guide,* and the many modules needed to help new players to get into the game, even our rapidly expanding Production Department and the brand new Design staff were bogged down. The usual series of deadlines, foul-ups, delays, and disasters kept all concerned working to the limits on what was immediately at hand or needed immediately. *D&D* had languished as first *PH,* then the series of modules, then *DMG,* and then more modules were demanded. Other new games were in the works also, and for a time it seemed that outside of an occasional module, *D&D* would remain on the back burner for many months to come.

Then the publicity hit, and as Basic Set sales soared, so did our plans. *D&D* moved into the forefront once again. Design is now hard at work on the second boxed *D&D* game, the Expert Set. It will take players through at least 12th level of experience, tie in the best of the "Original" material, and actually add some new classes, spells, magic, monsters and so on. That should satisfy all those fans who prefer the complete flexibility and open form of *D&D* over the more controlled and formalized structure of *AD&D.* In addition, Design is working on a number of modules for *D&D* —and I recently finished a new one for the *Basic Set,* as sales demand that we change the module every six or so months. Finally, we are investigating the possibilities for foreign-language versions of the game.

This is not to say that *Advanced D&D* has been abandoned. It is an excellent game in its own right (ahem!). TSR has developed a rating system for those who play in *AD&D* tournaments, and we will publish standings regularly. This should not only help to improve the quality of tournament offerings, but it is also a major step towards those national tournaments with big prizes I wrote about in a past column. *AD&D* is also being edited and revised from time to time, and if any meaningful new ideas or systems come up, new editions will reflect such material. A second book of monsters is probable soon, and an eventual third volume of monsters is possible. *Deities & Demi-Gods* will be released at GenCon 80, thus virtually completing the whole of AD&D. There will certainly be more new modules done in the months to come. Troubador Press is doing a licensed *Official Advanced Dungeons & Dragons Coloring Album,* complete with a simple game to introduce the uninitiated into the mysteries of fantasy gaming. What more could be asked?! Well, there's a Masters Set of *D&D,* perhaps, to take play from 12th level all the way to at least 36th (remember, this is *D&D,* not *AD&D),* and how about some modules with real variation which can be played solo? How about a truly introductory *D&D* or *AD&D* game for the totally uninformed novice? Wouldn't *AD&D* adapt well to home computers? Then a movie or TV series about fantasy adventuring might be fun....

Wherever *D&D* and *AD&D* eventually go, you can be sure that TSR has considered the possibility, discussed what it presents, and made plans to exploit it in a way which will offer the most and the best to our fans and customers. After all, planning is necessary, but without you, Dear Reader, TSR would be going nowhere. We recognize and appreciate your loyal support and will do our best to justify your continued patronage! We can't actually tell what awaits us behind the next door, but as long as you're in our party we'll advance, bust it in, and take a look! We're ready, how about you?



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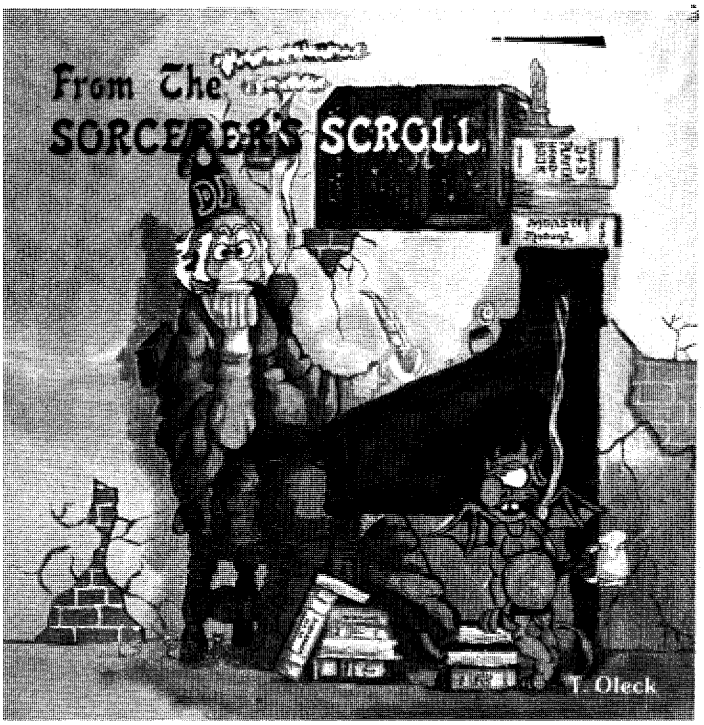

Conan!

E. Gary Gygax©

The Schick-Moldvay treatments of fictional characters from heroic fantasy and swords & sorcery have interested quite a number of adventure gaming enthusiasts, including this one. Having picked up a batch of new "Conan" books recently, I could not resist rating this "Giant in the Earth" in the same manner (or nearly so anyway) that Messrs. Schick and Moldvay have treated like characters.

Please be aware, gentle reader, that this rating is strictly subjective and done to the best of my current recollection; I have not gone back through all of the "Conan" books and re-read them to prove my accuracy. Nonetheless, I feel that the parameters are correct, and I hope you will be satisfied after reading them. Please let me know if you detect any *glaring* errors—and notice I emphasize the word *glaring;* I don't particularly care if you rate him as a 14th-level Thief or a 22nd-level Fighter, for there is no profit in quibbling over this sort of detail. For example, if Conan used a sling with skill in a story, and I have, in fact, omitted this weapon from the list of those he uses with proficiency, that is a *glaring* error! Read on and enjoy!

Notes Regarding Ability Statistics:

Strength shown indicates Conan's development from early manhood through old age. The transitions are, of course, gradual over the years shown.

Intelligence shown is that developed and used, the figure in parentheses is the potential, and until later life it was used only insofar as linguistic ability was concerned.

Dexterity is indicated at a peak during the earlier years when Conan exercised his thieving ability more frequently.

Constitution shown reflects only additional hit points; see also the section hereafter dealing with *Saving Throws.*

Charisma, being a reflection of personality and other factors in addition to physical appearance, often shows two ratings: The first of a dual rating is Conan's charisma effect upon males, the second shows his effect upon females. All ability statistics are based on the assumption that Conan was a prime example of the physically and mentally superior individual, maturing late, retaining peak form for a long period, and living longer than average as well. (Although REH never said anything about Conan's lifespan, I can not conceive of it being under a minimum of 100 years—barring something untimely, shall we say . . .)

Fighting Ability: The skill levels shown are matched, more or less, to the adventures Conan had during the period. He gained expertise more slowly between 20 and 30 years of age because of his practice in thievery at that time. The drop-off in level in later years is meant to reflect the effects of advancing age, and while hit points might drop off more, skill level would not drop below 9th level—say until 100 years of age, perhaps, and possibly not even then.

Weapons Proficiency: Conan's weapons are:

UP TO AGE 20 —axe, battle; axe, hand; dagger; spear; sword, long
20 TO 24 —*add* bow, long; sword, broad
25 TO 29 —*add* bow, composite; scimitar
30 TO 39 —*add* javelin; sword, short
40 & after —*add* flail; lance; mace

Thieving Ability: Conan has the *climbing* and *moving silently* abilities of a 10th-level Thief at age 15. As soon as he attains 1st level of thieving ability, the *climbing* ability increases by 1 level (to 11th) and so on until attaining 17th level of climbing ability (at 7th level of thieving ability); this skill is never lost. Conan's penchant for fighting and weapons prevents him from *picking pockets* and *opening* locks. His high dexterity gives him +10% *additional* bonus per point of dexterity over 18, however, for *moving silently* and *hiding in shadows. (See Special Abilities* notes below for additional details.)

Armor Class: Until his later years, Conan scorned body armor and shield most of the time. However, in battle or perilous situations where protection was available, he would usually don some simple protection

	Conan At Age —							
	15	**20**	**25**	**30**	**40**	**50**	**60**	**70**
Strength	18/76	18/91	18/00	19	18/00	18/91	18/51	18/01
Intelligence	12(18)	14(18)	15(18)	16(18)	17(18)	18	18	18
Wisdom	8	9	10	11	12	13	14	15
Dexterity	18	19	20	19	19	18	17	16
Constitution	18	18	18	18	18	17	16	15
Charisma	15	15/16	15/18	16/18	18	18	17	17
Fighter Level	4	8	12	16	24	20	16	12
Thief Level	—	4	8	12	12	12	10	8
AC-Bonus	+4	+5	+6	+5	+5	+4	+3	+2
Move Base	18"	21"	21"	21"	18"	15"	15"	12"
Hit Points	52	108	132	143	167	144	123	104
No. of Att.	3/2	2/1	5/2	3/1	3/1	5/2	2/1	3/2
Damage/Att.	+4	+5	+6	+7	+6	+5	+3	+3
Spec. Att.	See Below							
Spec. Def.	See Below							
Magic Resist.	See Below							
Alignment	Chaotic Neutral (towards good)—						Chaotic Good (neutral leanings at times)	
Psionics	Latent: *Animal telepathy,* detection *of magic, precognition, mind bar*							

such as leather armor or a chainmail shirt. Conan would wear "Elfin Chain," but he would scorn wearing magic armor. In his Aquilonian period, Conan certainly wears full plate armor and uses a shield as well.

Number of Attacks: Conan's native ability and barbarian upbringing give him a great edge in combat, and this is reflected in the number of attacks per round he receives. He will always attack first in a melee round, and, if applicable, at the mid-point and end of the round as well.

Damage Per Attack: In addition to the damage shown (the standard strength bonus), Conan's swordsmanship enables him to wield a sword as if it were magic, even though he never willingly uses a magic sword. Below 8th level, the sword is treated as +1 for bonuses to hit and damage, from 8th to 12th levels it is treated as +2, and at 13th and above it is treated as +3. (This includes ability to hit those creatures subject only to magic weapons.) See also Special Attacks below.

Special Attacks: Gaining experience rapidly, Conan becomes a deadly opponnent—well beyond the average Fighter of the same level. Therefore, if he scores a hit which totals 21 or better after adjustment, he scores double weapon damage. Note that this does not apply to a blow struck from behind (which is unlikely for Conan, of course). Also, due to his early training and experience, Conan is able to hide so as to be 75% undetectable in underbrush or woodlands. Indoors or in the dungeon or similar setting he operates as a 4th-level Thief, even before becoming one, with respect to *hiding* in shadows. (See Thieving Ability above.) Due to all of this, Conan will surprise *opponents 50% of the time,* when such determination is necessary.

Special Defenses: There is only a 1 in 20 chance (50%) that Conan will be *surprised,* even by creatures normally having a much higher probability for surprise (see Psionics below). Conan's *saving throws* are always made at +4 on the die, and poison can not kill him, even if he fails the saving throw—he will take damage to within 1 hit point of death and fall unconscious. Finally, Conan regains *hit points* at twice the normal rate, with 10 hit points being recovered after a single day of rest. He is also able to regain lost hit points without rest, but he does so only at the normal rate, not double normal with a first-day bonus.

Magic Resistance: See Special Defenses above and *Psionics* below. If Conan is aware of magic being used against him, he gains a 25% magic resistance. He will always move to slay the foul mage daring to try such witchery against him!

Psionics: All of Conan's psionic abilities are latent. He does not understand he has them, and he never consciously attempts to use them. They only operate in stress situations or when he is in danger. *Animal telepathy* operates at 14th level of mastery, but it actually allows Conan to at best sense the emotions of the creature concerned, so it is more an *empathy.* He can, in turn, send his own emotions back to the creature 50% of the time. *Detection of magic* does not determine the type of spell. *Precognition* operates only in a "sixth sense" feeling of unease when something threatens Conan's life or freedom. *Mind bar* functions only against spell attacks. He can not be attacked psionically, as the talent is latent. Conan can not expend more than 30 psionic strength points per day.

Special Abilities: Besides those noted heretofore, Conan has the special ability of being able to fight equally well with either hand. He seldom uses two weapons at once, but if he does, this does *not* increase the number of attacks per round; it simply allows him to parry one opponent attack per round. It does not reduce his attacks per round. Conan can move at a trot all day long without becoming tired. In woodlands, Conan is able to conceal his trail so that it is 75% undetectable to the average woodsman (use 50% of normal Ranger chance and adjust accordingly). His vision and hearing are 50% above normal.

Secondary Skills: Hunter/fisher (at age 15); navigator (after age 25), sailor (after age 20); shipwright, boats (after age 25); teamster (after age 20). Conan can also determine the relative worth of any weapon by age 20 and the relative value of gems and jewely by age 25.

Pummeling, Grappling, etal.: Conan always gets a score of 6 on his *variable die.* Other differences are:

Pummeling: Conan's power and ability are such that any opponent is treated as *slowed* and a 10% bonus is always applicable. Conan's fist is treated as *mailed* when bare, as a *metal pommel* when mailed or using a wooden butt, and if actually using a metal pommel, he receives a 15% bonus. Conan can choose to make his pummeling attacks cause full damage.

Grappling: Bonuses for *slowed* do not apply here, unless the condition actually exists. Treat Conan's effective height as 7', and his *effective* weight as 350#. When at 19 strength, he receives a 10% strength addition. All grappling damage scored on the opponent is normal damage.

Overbearing: Conan is always considered to be *rushing leaping to attack* (15% bonus). At 19 strength level the 10% additional strength bonus applies. *Effective* height and weight are the same as for grappling. All overbearing damage socres is normal.

Weaponless Combat: Conan may elect to attack any opponent with his bare hands. Hits are scored as if he were attacking with a club, and damage is likewise determined, adding the appropriate strength bonus to each successful hit in any given round. In such cases, there is no option as to whether damage stuns or is normal.

I do not recommend that you rush to include Conan in your campaign for whatever reason—except, perhaps, to slay one or two brash characters who are too far out of line to accept gentle reproof. NPCs such as this are nice, though, for occasional encounters and as "heavy artillery" in case of extraordinary need.

As a word of further caution, remember that Conan will surely be greatly displeased if anything should happen to his star pupil, and then perhaps a Conan from a parallel world would have to be brought into yours-for real. (If you can swallow that, you probably play D&D!)

* * *

The hardcore Robert E. Howard buffs will probably blast me for saying this, but the new series of Conan books (Bantam) is well worth reading. The books are *not* REH, but they have sufficient flavor to be "Conan stories." After all, we all have slightly different personalities at times-as Conan does in these works. There are at least four titles available now, all prominently displaying the name, CONAN, in bold letters, so you can't miss them. Seeing as how I had to buy my copies, I won't give their titles and so on (if Bantam wants reviews in *The Dragon* they can ship freebies to us!).

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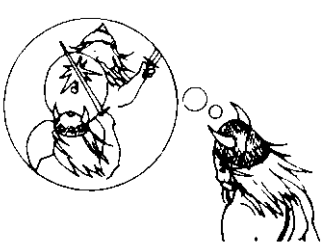

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Tell them you saw it in the Dragon

Greyhawk: The shape of the world

Gary Gygax©

When you read this the release of the *World of Greyhawk* will be an accomplished fact. (I write this with not a little nervousness, having previously stated it would be ready several times in the past, only to find that it had to be shelved for one reason or another. Having seen the whole of the work in finished form, and knowing it has been sent on to the printer, I have a small sense of security, fearing only some natural catastrophe . . .) It is my sincere hope that you find the worth to have been worthy of the wait—or at least that the price of the product is equitable.

The map of the Greyhawk Campaign came first, many years ago. The information came from a few original notes, many ideas, and the activity of the players. Just as the map was drawn from many earlier campaign maps I'd done for one game or another, so too were the states and features of the "World" drawn from many an earlier creation. When all of these odds and ends were put into play, considerable reshaping and change took place. When they were ordered and readied for formal publication, far greater mutation occurred. The *World of Greyhawk* reflects the results of much early gaming and endless hours of intense play, yet it is incomplete in many respects.

The maps show only a portion of the world. It is a very large and significant portion, but it is nevertheless a part of the whole, and during the course of the campaign, players have certainly adventured over more than it depicts. The *Gazetteer* is basically a survey of the states and geographical features. Some details were omitted so as to allow development by individual DMs, some because they are still "unknown," and a few because they will be revealed elsewhere as the need arises.

Steve Carpenter of Miniature Figurines Ltd. is currently designing a set of miniatures rules for warfare on the *World of Greyhawk.* These rules will set forth the orders of battle of the states of the Flanaess and add to the information pertaining to the "World." At the same time, miniature figurines of the various troops are being assembled, so that details of what various units look like will also be known—say the Overking's Guards or the Knights of the Hart.

In addition to having adventures, campaign participants will soon be able to fight major battles which will affect the course of things. The figure line could eventually number in the hundreds of sets, with possibly a thousand different figures. The initial release will be in the 50-set range, according to Steve. Of course, I'll be contributing to the miniatures rules, and I'm helping to select figure types. The rules and figures will be significant contributions towards developing the "World," but more is needed.

Much of the original activity in the Greyhawk Campaign came in the huge City of Greyhawk. My initial map was only an 8½" x 11" sheet of graph paper, but this was soon enlarged to a four-times size. Even that was too small, so extra, large-scale sections were done up to supplement the main map. I have now gone to what amounts to about four-game-maps size to show the whole of the place in fair detail. The mapping isn't complete, and only a few of the most outstanding places are noted, as there is yet many months of work left before the design will be in shape to submit to TSR's Product Development Department. Sometime in 1981 or 1982, though, you should see a giant map and gazetteer for the *City of Greyhawk* being offered for sale. The gazetteer will detail the deities of the place not otherwise dealt with in modules or the like, by the way, and readers will learn more about "Old Iuz," the current menace from the state of that name, as well as know who Ralishaz is, why Hextor is bad news in combat, and so on.

While that project is yet a ways off, modules of the World of Greyhawk are currently in the works. Skip Williams is working on my original outline for *Shadowland,* and from what I've seen so far, we should be able to have a final product out this year. The module will be an adventure on the Plane of Shadow—perhaps that should be Quasi-plane of Shadow. Other such modules are also in the hopper.

As I'd mentioned in a previous column, Steve Marsh sent me a wealth of material on various planes, just as I was getting my own creative processes going. At first I envisioned a long-distance exchange with manuscripts eventually going back and forth between us. Now Steve will be coming to work for TSR this summer for a couple of months or so, and I have hope that he and I can work up general outlines and hammer out details, so that only one exchange of materials will be needed for each piece.

Because of this, there might be as many as ten World of Greyhawk modules based on the planes by the end of 1981 or mid-82. Much depends on Steve and me, but the needs of the Kindly Publisher must also be considered. If you are really hot to see these scenarios, start asking for them. Customer pressure does get back to us via retailers and wholesalers. In fact, sometimes it is hard to tell them from the fans, for their inquiries soon become demands after a missed deadline or two. I'll get back to demands a bit later.

One whole piece of the "World" remains to be covered, and from what input I receive, it is perhaps the most important sector. It is the dungeons under Greyhawk Castle. It might seem that that would be the easiest of all to put into production. Not so! About the time *Dungeons & Dragons* was published, the dungeons under the ruined castle consisted of only 13 levels down and a couple of extra on the sides. As the group of players increased, and the level of experience for each climbed, upper levels of the dungeon were sacked, word got around on what to avoid, etc. That series was pretty much sacrificed.

Rob Kuntz joined me as co-DM of the Greyhawk Campaign, and he took over doing new levels after I'd done about two dozen. Greyhawk then had about 50 various levels. As my involvement with TSR grew more demanding of my time, Rob assumed the major role as DM, and naturally the campaign altered in thrust and shape. Soon he was actually the sole DM, as I had the *Temple of Elemental Evil* campaign going. Eventually, Rob decided that he couldn't shape the "World" beyond the City of Greyhawk area and turned the whole back to me.

The Temple campaign was far more detailed in all respects, for it dealt with not only a dungeon, but had the village nearby, several towns and states involved in the scheme of events. Likewise, its inhabitants were drawn from AD&D. It was not too difficult to put the *Village of Hommlet* into shape for publication. The *Temple of Elemental Evil* is a slightly different case, however, for I used some

random dungeon generation methods as a test of the systems when I put the design together. I am, therefore, doing a major rework on it, and so you now know why the *Temple* is so late in coming.

In light of that, consider what will have to be done to Greyhawk Castle to put it into shape for general publication. Both Rob and I liked to "wing it" as much as possible, so as to have flexibility and to tie in past events. Think of over four dozen level maps with partial matrices, skimpy notes, cryptic symbols and areas erased or penciled over due to destructive actions! The whole 50 levels or thereabouts form a cohesive dungeon, of course, so that means to undertake the project, I must sit down and handle it all together, with as few breaks as possible, in order to reflect the general oneness. This will eventually be done, yes indeed! But I don't dare begin at this time. . . .

Before the dungeons of Castle Greyhawk are dusted off and construction begins anew, the rough manuscript for T2, *Temple of Elemental Evil,* must be finalized. With the very good words I've heard about the *Village of Hommlet* offering, I'm under considerable pressure to get T2 out—but in a form comparable to T1, so there will be much agonizing and rewriting. Then, Rob Kuntz has the reworked *Lost Caverns* module which must be finalized also. It was used for a MDG tournament a few years ago at WinterCon, and the scenario is very good. We want to get it into print as soon as possible. As with the Temple, we have general demands for more modules of superior quality. TSR's design staff is looking for and working on modules of introductory and intermediate level for all of our role-playing games. Without the Greyhawk dungeons, players will soon have a whole spectrum of adventures to select from. The pressure is to get out what has been begun, not to begin new projects of awesome scope.

To sum it all up, the World of Greyhawk project will go on for several years, with the initial maps and *Gazetteer* complemented by rules for miniature figure recreation of the warfare of the place, plus a line of figurines from MiniFigs in the near future. Next will come a series of special modules—one this year, and then many more through the next couple of years. The *City of Greyhawk* might make a 1981 publication date, certainly 1982, and about the same time the series which will eventually represent the whole of the *Dungeons of Castle Greyhawk* will begin. If all goes well, there might be an add-on map or two, and there might also be additional dungeon/campaign sets similar to the T-Series. Because there are so many demands on my time, much of this depends on the co-operation of fellows such as Skip Williams, Steve Marsh, and maybe even Rob Kuntz and Ernie Gygax (neither of wham are known for their rapid work, shall we say?).

* * *

On other fronts, it seems likely now that TSR and Games Workshop have reached a final agreement regarding the publication of the *Fiend Folio,* the second volume of monsters for *Advanced D&D.* I had hoped for a release in late May, but it might be June (or even July) before the book sees print. Watch for it in any case. Jim Ward and Rob Kuntz have all but finished *Deities & Demigods,* the volume of *AD&D* which will round out the divine aspects of the game . . . The information in the book includes very detailed stats of the deities and others covered, details of where their power is, whom they will accept as worshippers, and a fair amount of information regarding their priests and ceremonies. *Deities & Demigods* is slated for release in August. Your dealer should have it sometime around the 15th of the month, and TSR will have it as a premiere release at GenCon. You will, I believe, find the work equal to the rest of *AD&D,* and a highly valuable addition to any campaign.

Jim Ward will have finished *Deities & Demigods* just in time in another respect. Late this spring, he will be leaving the teaching profession to join TSR's Sales Department. Hopefully, this will not mean that Jim's creative efforts will. all be directed towards selling. After all, there are evenings and weekends *to* write new material and design modules. With Jim nearby, perhaps he and I can manage to get some of our proposed co-operative designs into work. He and I have been discussing several RP/FRP ideas, and my son, Luke, recently developed an exceptionally good *Gamma World* module idea which he and I have worked into a fairly complete outline. Who can tell what will come out of all this? Stay tuned, as they say, for further developments.

Jeff Perren will be moving to a location much nearer to (if not actually in) Lake Geneva soon. Besides the possibilities of doing a major revision and expansion of *Chainmail,* Jeff also mentioned some very interesting ideas he has for miniatures rules and board-games. With a bit of luck, the old team of Perren & Gygax might come out with something new in the not too distant future.

Finally, as a bonus for reading through all of this, you will find same Order of Battle information for certain renowned figures in the World of Greyhawk. They will possibly appear in the general army lists, but then again they might not make it. Either way, you will have the information first.

Bigby (MU of 18th level): Fortress location unknown but rumored to be somewhere north of the Nyr Dyv, possibly between the Shield Lands and the Bandit Kingdoms. (Bigby has been seen in the City of Greyhawk). Forces are:

Heavy Cavalry: 50 (Elite)
Medium Cavalry: 100 (Regulars)
Light Cavalry: 100 (Regulars)
Light Horse Archers: 100 (Levied)
Armored Infantry: 50 (Elite)
Heavy Infantry: 180 (Regulars)
Light Crossbowmen: 100 (Regulars)
Heavy Crossbowmen: 50 (Regulars)
Pikemen: 100 (Elite)

This force is officered by several: higher-level fighters. It is supported by clerics and lower-level magic-users as well. About 200 eleven warriors have been known to be with the band when it fought, and at another time about 150 dwarves from the Kron Hills were serving with Bigby; but additional information cannot be gained. (Bigby was the original; apprentice of Mordenkainen, and when the latter opted to explore the West, Bigby remained behind to uphold and protect their territorial rights.) Alignment of this force is Neutral, with some good deeds rumored.

Mordenkainen: (MU of 20th level): Several years ago, the Neutral arch-mage took his rather vast cavalry force and rode into the west, supposedly on a mission to succor an (Evil) associate who called for his aid. He has never returned. His force consisted of:

Medium Cavalry: 500 (Regulars)
Light Cavalry: 500 (Regulars)
Light Horse Archers: 1,000 (Regulars), 2,000 (Levied)

This force was Chaotic, possibly Neutral, although any Evil cleric encountered could count on a swift and sure death.

Robilar (Fighter of 19th level): Sometime over one year ago, Robilar freed a demon, and in the ensuing difficulties, forces aligned with Good sacked and destroyed his stronghold west of the City of Greyhawk. It is reported that the following force escaped and is now somewhere in the Pomarj region:

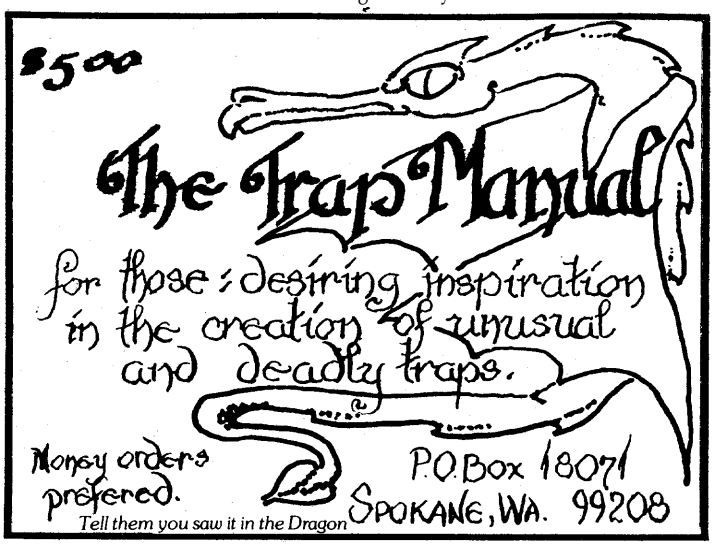
Heavy Cavalry: 50 (Regulars)
Medium Cavalry: 100 (Regulars)
Light Cavalry: 50 (Regulars)
Light Horse Crossbowmen: 50 (Regulars)
Heavy Infantry: 100 (Elite Qrcish)
Light Infantry: 100 (Levied)
Heavy Archers: 50 (Elite Orcish)
Light Crossbowmen: 50 (Regulars)
Pole Armed Infantry: 100 (Regular Orcish)

Many of the higher-level figures were slain during the intaking of the castle, but Robilar has Otto, a high-level magic-user, and Quij, an Orcish hero of high abitlity but low intelligence, as well as some relatively low-leve1 cohorts. This force is Lawful Evil but suspect by the minions of Hell due to chaotic actions.

Tenser (MU of 19th level): Hidden somewhere along the southern shares of the Nyr Dyv is the fortress of Tenser. It is likely that the identity of the master of the place is kept secret. Reported troops are:

(Turn to page 30)

		only for a character with a magically extended life, often one who deals intimately with the gods.
17-20	30-39	The maximum an exceptional character would usually obtain in a single lifetime.
13-16	20-29	Average for a character of heroic proportions.
9-12	10-19	The normal minimum for any hero. The range usually referred to as "mid-level."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1-4	1-4	Cannon fodder in most high-level campaigns. The range usually referred to as "low-level. "

Possible Suggestions for Future *Giants in the Earth*

D'Artagnan & The Three Muskateers (Alexandre Dumas)
Jirel of Joiry (C. L. Moore)
Kickaha & Anana (Philip Jose Farmer)
Modesty Blaise & Willie Garvin (Peter O'Donnell)
Kardios (Manly Wade Wellman)
Vazkor (Tanith Lee)
Oscar Gordon (Robert A. Heinlein)
Jorian (L. Sprague de Camp)
Ryre (J. Ramsey Campbell)
Taran (Lloyd Alexander)
Lessingham (E.R. Eddison)
Vanye and Morgaine (C.J.Cheryh)
Corum, etc. (Michael Moorcock)
Valeria, etc. (Robert E. Howard)
Elak (Henry Kuttner)
Skafloc (Poul Anderson)
Prince Valiant (Hal Foster)
Tiger (Ron L. Hubbard)
Sir Geros Lahvoheetos (Robert Adams)
Dracula (Bram Stoker)
Abdul Alhazred (H.P. Lovecraft)
Prospero (John Bellairs)

The above list is in no way exhaustive, representing suggestions "off the top of our heads." A little research (such as sitting down and taking a close look at our paperback libraries) would undoubtedly reveal dozens of more possibilities.

Sorcerer's Scroll

(From page 11)

Heavy Cavalry: 50 (Guards)
Medium Cavalry: 100 (Elite)
Light Cavalry: 50 (Regulars)
Medium Horse Archers: 100 (Regulars)
Armored Infantry: 50 (Guards)
Heavy Infantry: 100 (Regulars)
Light Infantry: 100 (Levied)
Heavy Archers: 50 (Regulars)
Light Archers: 50 (Levied)

Tenser is accompanied by a high-level cleric and various other figures of relatively high level, some reported to be demi-human. Some say that the ranger, Otis, is with him. The force is Good in alignment, but its exact disposition is unknown. It is suspected that troops from the surrounding area will join with Tenser in time of need.

The Unnamed (Known as "Erac's Cousin"; MU of at least 16th level): This very malign individual was once a servant of Good, but in being captured by a demon and subsequently escaping, he bitterly turned from his former deity for failing him in need, and he now serves Hell with will and enthusiasm. "Erac's Cousin" is seldom seen without a red-eyed rat upon his shoulder. It is also stated that this mage is able to wield a sword with great proficiency (6th level fighting ability!). Reputed forces are:

Medium Cavalry: 50 (Guards)
Light Cavalry: 50 (Regulars)
Light Horse Archers: 50 (Regulars)
Heavy Infantry: 100 (Regulars)
Heavy Archers: 100 (Regulars)
Pole Armed Infantry: 100 (Regulars)

Whether or not any of the troops serving "Erac's Cousin" are humanoid is open to debate. Certainly, humanoid levies will join his forces in some strength if they are called.

General Note: These personalities will seldom take the field on one side or another, for they fear to begin a process of escalation which will draw other powerful figures into the contest opposite them, thus risking a final confrontation.

WANTED!

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This convention season, TSR Periodicals will be sponsoring tournaments at three major conventions across the country:

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PacifiCon	**August 29-September 1**	**San Mateo, CA**

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Star Fire (Task Force)

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Good isn't stupid, Paladins & Rangers, and Female dwarves do have beards!

Gary Gygax©

There seems to be a continuing misunderstanding amongst a segment of *Advanced D&D* players as to what the term "good" actually means. This problem does cut both ways, of course, for if good is not clearly defined, how can evil be known? Moral and ethical precepts are based on religious doctrines, secular laws, family teachings, and individual perceptions of these combined tenets. It might be disturbing if one reflected deeply upon the whys and wherefores of the singular inability of so many players to determine for themselves the rights and wrongs of good behavior—unless one related this inability to the fact that the game is fantasy and therefore realized (rationalized?) that this curious lack must stem from the inability to draw a parallel between daily life and the imagined milieu. In order to clear the record immediately, then, and define the term "good" for all participants, it means everything defined in the dictionary as augmented and modified by one's moral and ethical upbringing and the laws of the land!

Gentle Reader, if you are in doubt about a certain action, and this applies particularly to all who play Rangers and Paladins, relate it to your real life. It is most probable that what is considered "good" in reality can be "good" in fantasy. The reverse is not quite so true, so I'll quantify things a bit.

Good does not mean stupid, even if your DM tries to force that concept upon you. Such assertions are themselves asinine, and those who accept such dictates are stupid. To quantify "good," however, we must also consider the three modifiers in AD&D: 1) lawful, 2) neutral, *3)* chaotic.

1) The lawful perception of good dictates that the order which promotes the greatest good for the greatest number is best. It further postulates that disorder brings results which erode the capability of bestowing good to the majority. Therefore, without law and order, good pales into nothingness.

2) Good from the *neutral* perception is perhaps the purest sort, in that it cares not for order or individual freedom above overall good, so there are no constraints upon the definition of what is good. Whatever accomplishes the good result is acceptable, and the means used should not be so fixed as to bring bad to any creature if an alternative way exists which accomplishes the desired good without bringing ill to others—or better still, brings good to all in one degree or another.

3) The *chaotic* views good from an individual standpoint, of necessity. The very stuff of chaos is individual volition, freedom from all constraints, the right of person above all else. Good is first and foremost applied to self; thereafter to those surrounding self; lastly to those furthest removed from self—a ripple effect, if you will. It is important to understand that "good" for self must not mean "bad" for others, although the "good" for self might not bring like benefits to others-or any benefit at all, for that matter. However, the latter case is justifiable as "good" only if it enables the individual to be in a better position to bring real "good" to others within the foreseeable future.

One of the advantages of *AD&D* over the real world is that we do have pretty clear definitions of good and evil—if not conceptually (as is evident from the necessity of this article), at least nominally. Characters and monsters alike bear handy labels to allow for easy identification of their moral and ethical standing. Black is black, gray is gray, white is white. There are intensities of black, degrees of grayness, and shades of white, of course; but the big tags are there to read nonetheless. The final arbiter in any campaign is the DM, the person who figuratively puts in the fine print on these alignment labels, but he or she must follow the general outlines of the rule book or else face the fact that his or her campaign is not *AD&D.* Furthermore, participants in such a campaign can cease playing. That is the surest and most vocal manner in which to evidence displeasure with the conduct of a referee. In effect, the labels and their general meanings are defined in *AD&D,* and the details must be scribed by the *group* participating.

Perceptions of good vary according to age, culture, and theological training. A child sees no good in punishment meted out by parents-let us say for playing with matches. Cultural definitions of good might call for a loud belch after eating, or the sacrifice of any person who performs some taboo act. Theological definitions of good are as varied as cultural definitions, and then some, for culture is affected by and affects religion, and there are more distinct religious beliefs than there are distinct cultures. It is impossible, then, for one work to be absolute in its delineation of good and evil, law and chaos, and the middle ground between (if such can exist in reality). This does not, however, mean that "good" can be anything desired, and anyone who tells you, in effect, that good means stupid, deserves a derisive jeer (at least).

The "Sage Advice" column in *The Dragon #36* (Vol. IV, No. 10, April 1980) contained some interesting questions and answers regarding "good" as related to Paladins and Rangers. Let us examine these in light of the foregoing.

A player with a Paladin character asks if this character can "put someone to death (who) is severely scarred and doesn't want to live." Although the *Sage Advice* reply was a strong negative, the actual truth of the matter might lie somewhere else. The player does not give the name of the deity served by the Paladin. This is the key to lawful good behavior in *AD&D* terms. Remember that "good" can be related to reality ofttimes, but not always. It might also relate to good as perceived in the past, actual or mythical. In the latter case, a Paladin could well force conversion at swordpoint, and, once acceptance of "the true way" was expressed, dispatch the new convert on the spot. This assures that the prodigal will not return to the former evil ways, sends the now-saved spirit on to a *better* place, and incidentally rids the world of a potential troublemaker. Such actions are "good," in these ways:

1. Evil is abridged (by at least one creature).
2. Good has gained a convert.

3. The convert now has hope for rewards (rather than torment) in the afterlife.

4. The good populace is safer (by a factor of at least 1).

It is therefore possible for a Paladin to, in fact, actually perform a "mercy killing" such as the inquiring player asked about, provided the tenets of his or her theology permitted it. While unlikely, it *is* possible.

Another case in point was that of a player with a Paladin character who wishes to marry and begin a lineage. Again, our "Sage Advisor" suggests a negative. While many religions forbid wedlock and demand celibacy, this is by no means universal. The key is again the deity served, of course. DMs not using specific deities will harken back to the origin of the term Paladin and realize that celibacy is not a condition of that sort of Paladinhood. Also, although the Roman Catholic church demands celibacy of its priests, the doctrines of Judeo-Christianity hold matrimony and child bearing and rearing as holy and proper, i.e. "good." So unless a particular deity demands celibacy of its fighter-minions, there is no conceivable reason for a Paladin not to marry and raise children. This is a matter for common sense—and the DM, who, if not arbitrary, will probably agree with the spirit of *AD&D* and allow marriage and children (This must be a long-range campaign, or else its participants are preoccupied with unusual aspects of the game. No matter . . .)

The third inquiry concerned a Ranger character. The writer claimed that his or her DM combined with a lawful good Ranger to insist that a wounded Wyvern was to be protected, not slain, unless it attacked the party. Here is a classic case of players being told that (lawful) good equates with stupidity. To assert that a man-killing monster with evil tendencies should be protected by a lawful good Ranger is pure insanity. How many lives does this risk immediately? How many victims are condemned to death later? In short, this is not "good" by any accepted standards! It is much the same as sparing a rabid dog or a rogue elephant or a man-eating tiger.

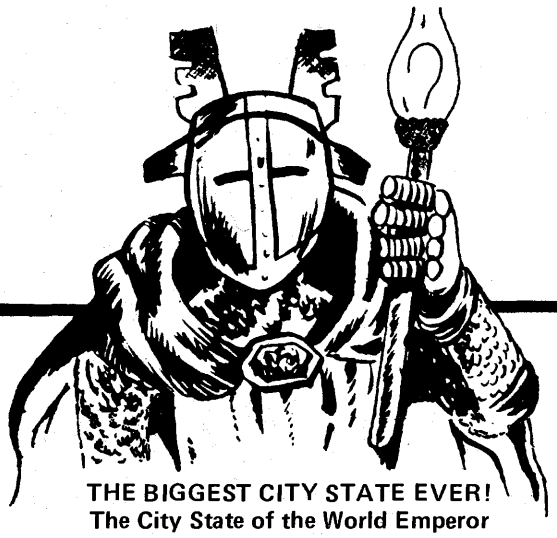
If good is carefully considered, compared to and contrasted with evil, then common sense will enable most, if not all, questions regarding the behavior of Paladins and Rangers to be settled on the spot. Consideration of the character's deity is of principal merit after arriving at an understanding of good. Thereafter, campaign "world" moral and ethical teachings on a cultural basis must rule. These concepts might be drawn from myth or some other source. What matters is that a definition of "good" is established upon intelligent and reasonable grounds. Viewpoints do differ, so absolutes (especially in a *game)* are both undesirable and impossible.

* * *

There are areas where *AD&D* can be absolute, places where statements can be accepted as gospel. One such is that of the facial hirsuteness of female dwarves. Can any Good Reader cite a single classical or medieval mention of even one Female dwarf? Can they locate one mention of a female dwarf in any meritorious work of heroic fantasy (save *AD&D,* naturally)? I think not! The answer is so simple, so obvious, that the truth has been long overlooked. Knowing the intelligence of *AD&D* players, there can be no doubt that all will instantly grasp the revealed truth, once it is presented, and extol its virtue.

Female dwarves are neglected not because of male chauvinism or any slight. Observers failed to mention them because they failed to recognize them when they saw them. How so? Because the bearded female dwarves were mistaken for younger males, obviously!

It is well known that dwarves are egalitarian. They do not discriminate against their womenfolk or regard them as lesser creatures, and this is undeniable. Furthermore, dwarves do not relegate females to minor roles. There can be no doubt that during any important activity or function, female dwarves were present. An untrained eye would easily mistake the heavily garbed, armored, short-bearded females for adolescent males. So happened the dearth of information pertaining to the fairer sex of dwarvenkind. Now, do female dwarves have beards? Certainly! And male dwarves are darn glad of it, for they *do* love to run their fingers through the long, soft growth of a comely dwarven lass.



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Making monsters meaningful

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Too often DMs complain that monsters are too weak, spells and magic too strong, or players too clever. What is actually stated in most such cases is that the DM is a Dungeon *Milquetoast* rather than Master. Players plan and cooperate, so naturally they tend to utilize all their strengths and abilities collectively, thus. defeating monsters and DM alike. The classic, unthinking reaction of DMs so abused is to create the "Monty Haul" campaign— "I really wanted my players to walk all over everything, even me!"—or the "Killer Kampaign" game— "It's them or me, and none of those bastards will survive to tell the tale!"

The game is supposed to be overseen by a disinterested judge, referee, and moderator. The DM creates the milieu, sets the stage, and then observes and relates information. The important part usually overlooked is the active (but still impartial) role of the DM as the force behind each and every creature encountered not otherwise represented by a player. Every NPC and monster encountered is a lifeless shell until filled by the DM's vital activity. Too often the vitality given is cursory, stiff, unthinking, and lackluster. The NPCs and monsters are then easy marks or else so powerful as to be impervious to PC attacks and instant death-dealers in return. This is unfair to players, of course, for both cheat them of the exciting suspense of the game. It also cheats the DM out of the most enjoyable aspect of play-active role assumption. If each DM knew his or her monster and NPCs, then the game would begin to resemble what it is meant to be.

Intelligence is the key factor in determining what course a monster (whether singular or plural) will follow. Mindless creatures act mindlessly. If they are hungry, they attack until food is obtained and hunger is satisfied. Pain receptors are probably so inefficient as to be immaterial. Attack until death is a likely course. Similarly, stupid creatures will be likely to attack with total confidence. Let us consider certain animals, pack and otherwise, as *cunning*. Wolves, wolverines, giant weasels, etc. will not always fight until dead. It is up to the DM to use his or her intelligence to determine how such monsters will react in any given situation.

The other key to monster behavior is alignment. Chaotic creatures do not follow orders well, but lawful ones do. Chaotic creatures tend towards self far more than lawful ones do. This is *not* to imply that chaotic humanoids such as gnolls, for instance, will not operate as a unit. Training and/or self-preservation encourage such cooperation. It is to imply that a frost giant might well hurl a boulder into a melee involving his ogre servants and attacking humans.

Monsters able to use attack forms of superior nature will tend to do so if they have sufficient intelligence, and if opportunity permits. Missile weapons are a good example. Not only will javelins, spears, etc. be thrown, but bolts and arrows loosed. Even oil will be hurled by monsters aware of the effects of fire. All this can then be applied to more powerful monsters. Potions, scrolls, rings, wands, and so on will certainly be employed by monsters possessing them—assuming ability, of course. Trained, intelligent, coordinated attack and defense modes are stressed in many works, even in modules. Still, DMs blithely ignore this. Their monsters stand for the slaughter and the message goes for naught.

When you establish wilderness encounter areas or dungeon complexes, place monsters with an eye towards their alignment and organization. Thus, all goblins in an area will probably be allied and cooperative. Gnolls need not be organized and groups will probably be competitive, if not antagonistic. The goblins and gnolls might be mutually hostile-unless they see a serious threat from attacking adventurers. In both groups there will be leaders and some defense plans.

Consider a room with two doors. If the defenders can use the second door to send parts of their force to strike the attacking party in the rear, they will certainly do so if they are of even "low" intelligence. Nets, pits, rocks to hurl, and other devices are all logical parts of a planned defense possible to all humanoid and similar monsters. In short, as DM you should plan for the monsters according to their mentality and then play them according to plan.

Of course, players will still overcome monsters, but not "on the cheap" anymore. Players who are rash will actually be defeated fairly often. This should put more challenge in the campaign and make the whole more fun and interesting. The DM is the one who will benefit the most, both from the enjoyment of playing so many roles intently and from the overall rise in the level of his or her campaign.

Another useful and reasonable option for DMs is the combining of monsters with guard beasts or monsters or with other intelligent monsters. Such cooperative groups are 'dealt with in the *Monster Manual* and shown in most modules. Despite this, they are too seldom used. When played, the DM usually gives little thought to the actual strengths of such associations. Lowly kobolds with even one giant weasel are far more powerful than without such a beast. Whether the weasel is kept as a guard at the entrance to their lair or as an unexpected force to be released upon attackers, it is a multi-dice monster, so attackers can strike but once each against it. Meanwhile the kobolds can organize, fire missiles, etc.

A single monster or group of like, weak monsters is/are far more vulnerable than a combined force. In terms of medieval warfare, a balanced force needs missile, foot, and mounted (mobile) arms which act in concert in order to be effective on the field of battle. The exact role of each arm might vary from situation to situation, but the principle is the same. Terrain might negate the usefulness of one arm—or else mitigate the lack of it. Goblins can field a balanced force of missile troops, worgs and worg-mounted individuals, and regular infantry to form the solid core around which to rally and reform. They might actually be allied with nearby kobolds (thus fielding more troops as unexpected reinforcement, either way) or have a small group of bugbears living with them (as protectors in

return for free lodgings and food). (See *Dungeon Masters Guide,* pages 104-106.)

Another combination of monsters is possible where the weaker is aware of and intelligent enough to use the stronger without the latter's knowledge or consent. For instance, an otyugh dwells in a nearby garbage chamber. The monsters—orcs, let us suppose—lead attackers to this place, setting up their main defense on the far side. In order to get to the orcs, the attackers must contend with an aroused otyugh, for if the quick passage of the orcs failed to make it angry, the entry of the attackers surely will.

Whether dealing with humans, humanoids, or other monsters, many will have active and aggressive offenses and defenses planned and will carry them out. Powerful NPC-type monsters will have associates and guards. Groups will act cooperatively. Other monsters and terrain will be used to advantage, for the monsters know their own area. All this makes the whole game more meaningful for players and DMs alike. It is time to *master your campaign* and stop selling monsters—and yourself—short. You'll not only have more fun, but you'll surely gain the respect of your players too! Smart monsters are certainly one of the main ingredients of a successful campaign.

Two "new" spells

In the "G Series" AD&D Modules I mentioned two spells — *Crystalbrittle* and *Energy Drain.* Both of these new spells had been slated for inclusion in *AD&D Players Handbook;* but, because of random spell selection desirability, spell lists were kept in multiples which corresponded to the dice, i.e. 30's, 24's, 16's, 12's, 10's, 8's, and 6's. Magic-users' 9th-level spells numbered 14. Rather than do more to make 16, and then do four more 7th-level spells, and two more 8th-level spells, I opted to cut the pair. They were then mentioned in *The Glacial Rift of the Frost Giant Jarl* (p.8) as part of the Jarl's treasure. While their general effects were detailed, complete information was omitted. Here it is!

Ninth Level Spells:

***Crystalbrittle* (Alteration)**

Level: *9* Components: *V, S*
Range: *Touch* Casting Time: *9 segments*
Duration: *Permanent* Saving Throw: *Special*
Area of Effect: *2 cubic feet/level*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, shield of metal, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a wish spell; i.e., dispel magic will not reverse the spell. The caster must physically touch the target item—equal to a hit in combat if the item is worn, wielded, or a monster. Any single metal item can be affected by the spell. Thus, a suit of armor can be changed to crystal, but the shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save, +5 magic armor a 25% chance to be unaffected, an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). *Artifacts* and *relics* of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

***Energy Drain* (Evocation)**

Level: *9* Components: *V, S, M*
Range: *Touch* Casting Time: *3 segments*
Duration: *Permanent* Saving Throw: *None*
Area of Effect: *1 creature*

(Turn to page 43)

Tell them you saw it in Dragon magazine

other game referees. Not only would it show them how to truly stimulate players with non-aggressive, logical deduction, but also I consider it "revenge" for the players. Let the referee get frustrated for a change.

It's interesting to note that there is very little bloodshed of any kind in the Adams ADVENTURE series. It's brain instead of brawn that counts here. Indeed, there are many funny occurrences in these games, but very little killing or violence.

It is my firm belief that ADVENTURE games are made *NOT* to be won. The fun of the game comes from the actual "adventure" of ADVENTURE. I had the distinct feeling of "OK, what do I do now?" after I finally "won" the SAMPLER.

The Nitty Gritty

All the games in Scott Adams' ADVENTURE series, except the SAMPLER, are $14.95, on cassette. The SAMPLER is $5.95. Versions are available for 16K (Level II) TRS-80, 16K Sorcerer, 32K Apple II, 24K PET, and 48K CP/M computer systems. Disks with two games are available for $24.95. For more information, write: Adventure International, Box 3435, Longwood, Fla. 32750.

I can't recommend ANY version of Scott Adams' ADVENTURE series highly enough. Beg, borrow, or steal a chance to play ADVENTURE!!!!!

Sorcerer's Scroll

(From page 17)

By casting this spell the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (cf. spectre in *Monster Manual).* A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is cast forth, and upon touching the victim the magic-user speaks the triggering word ("entropy", "nihil est", or whatever), and the dweomer takes effect instantly. There is always a 1 in 20 chance that the caster will also be affected by the *energy* drain and lose 1 energy level also when the victim is drained of two. Humans or humanoids brought to zero energy levels by this spell become juju zombies.

Simulation Corner

(From page 40)

The attrition character of the combat system leads naturally to a mention of the way the design uses back-printed counters. Essentially, a la 1914 or *Franco-Prussian War,* Goldberg uses reduced-strength counters to give multiple steps to his units. Soviet corps have four or five steps, German divisions have a similar number except that some have more. The *SS Panzer Divisions in Kursk* have eight steps each. The step system requires keeping the lower-step units accessible in order to accommodate losses. To organize this array of replacement counters the designer provides an order of battle chart which graphically presents all the units and shows their proper command relationships. Finally, the design follows up the command relationships by providing that a certain number of units may serve under "alternative subordination" or "independent command."

In contrast, the 1971 SPI *Kursk* contained no command rules whatsoever. It used an odds-ratio CRT. Column shifts in the use of the CRT due to various factors were unheard of. Steps of strength were avoided in 1971. Anti-tank, artillery, and airpower rules were rudimentary or completely missing. There are a variety of marked differences in the play and feel of these two SPI games on the same subject. Clearly, Goldberg's design has gone far beyond the 1971 edition in modelling the situation at Kursk. Even from this brief synopsis it is apparent that the 1980 *Kursk* is more complete in many respects.

Does this mean that the 1971 *Kursk* was therefore wrong? No, actually the difference in fact reflects the extent of advance in state of the art; in this case the leap forward could be described as a generation improvement. It is a generation and not just a design advance for several reasons: the explicit design attention given to command control and modes of disposition; the emphasis on modelling the longevity of combat endurance; and the interaction between deployment modes and the turn sequence; all show the 1980 *Kursk* substantially improved over its predecessor.

All this is not to say that Jim Dunnigan's 1971 *Kursk* contained no design advances. Indeed, representing mechanized movement with a second "movement phase" was, in its time, also a major design improvement. This game system used by SPI also incorporated early uses of the concept of modifying combat resolution die rolls and brought an advance in the conceptualization and use of results tables which have since moved ahead to the use of column shifts in addition to die-roll modifiers. SPI's 1971 edition was in its way as much of an advance as its 1980 effort.

This brings us back to the original question of state of the art. Surveying these two games, we can see that the 1971 version did make major advances. We can further see that the advances, such as the mechanized movement phase, became standard elements of SPI modern-battle games. By 1980 the elements that were novel in 1971 are accepted as standard — old hat, as it were-and designer Eric Goldberg is able to move out in some interesting new directions with the new *Kursk.* The way that novelties of the previous period become standard design techniques is precisely what is meant by the notion of an "advance" in the state of the art. A related point is that Simulations Publications has shown a degree of institutional learning in the way that it has used novel techniques and then repeated these formulas in related game designs.

The general conclusion is that there is a real state of the art, and that this has become more and more sophisticated as designers have brought more conscious thought to important questions of modelling. Advancing the state of the art is not, however, a costless thing, as a number of recent and excessively complex games demonstrate very effectively. To design widely acceptable games, it is still necessay to strike a balance between what can be modelled in a game and the full array of factors that might be seen to figure in some situation being simulated. The responsibility of the designer is to make these choices and to do so in a way that is intelligible to players. The best games do incorporate innovation, but in a way that builds carefully on the state of the art.

Ringside

(From page 38)

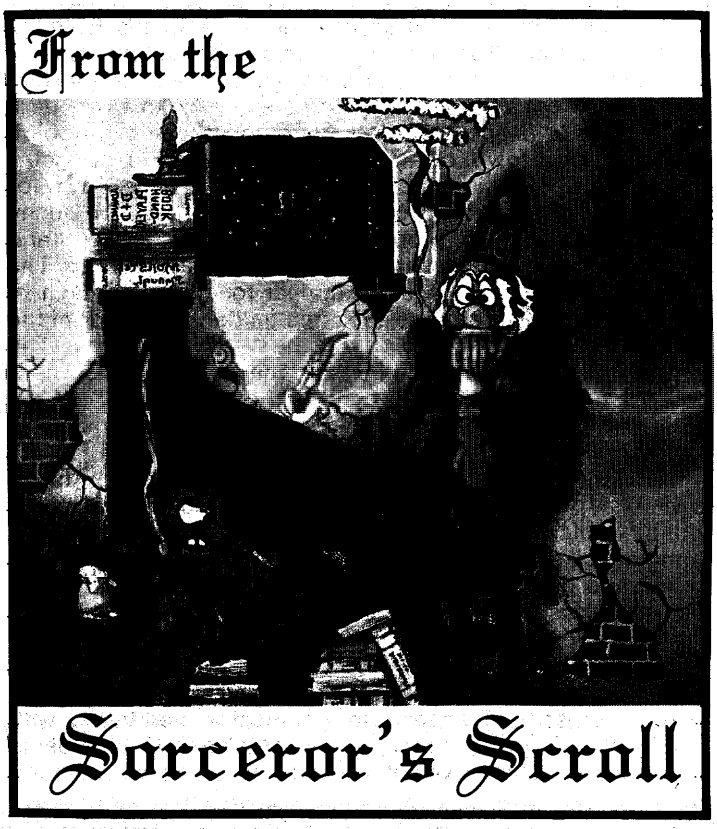
scores. At some time in the future, I will be completing a more comprehensive rating list of fighters (both past and present) which will appear in *Dragon* (assuming you, the readers, want to see such a thing).

Paul Johnstone noted that there seemed to be a need to work in some defensive skills (such as blocking, ducking, etc.). These type of skills are subsumed in the Agility rating of the fighter. What might be interesting to add would be a modifier for punching accuracy, which would reduce (or increase) the agility of the opponent. But I'll leave that up to you, too.

Joseph DiRomillo brought up a point that was not really explained in the rules. On the stiff card sheet which the ring is printed on are two sets of boxes in which are listed the various punches, and several strange symbols. It was intended that the players cut out the various boxes into chits with the names of the punches on them. Thus, punch selection would be done by choosing a chit secretly, and exposing at the same time as your opponent exposes his chit. The other chits, with the X and 0 symbols, can be used to represent the fighters in the ring.

If you have any further questions or comments on *Ringside,* you can send them to *Dragon,* and they will be forwarded to me.

More "meat" for Greyhawk



by Gary Gygax

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Not much magical ink has flowed from cockatrice quill to parchment for this column for a year now. Truth be known, a combination of other demands, a bout of illness, and sheer procrastination are responsible for the hiatus. At GenCon XIV, however, I had the opportunity to talk with many of you good folks again, and a message came out loud and clear. It is high time that I got busy and finished the TEMPLE OF ELEMENTAL EVIL module and started producing regular information regarding the WORLD OF GREYHAWK™ Fantasy World Setting.

Those readers who attended my two seminars at GenCon XIV, or otherwise spoke with me about developments on Oerth, know that the revised and expanded edition of WORLD OF GREYHAWK Fantasy World Setting will contain a score or so of the deities popular in the Flanaess. Len Lakofka has done those of the Suel people, while I detailed those generally served in the area from the Grand Duchy of Geoff to the Great Kingdom. There is the first bit of good news for those who are chaffing for more information. I am also hopeful that the Kindly Publisher and his Esteemed Editor will see fit to publish the data on those deities herein, so as to obviate the need for all who own original editions of the campaign setting to purchase the new. (If they seem recalcitrant, Good Readers, a bit of pressure will surely smooth the way...)

Because TSR needed a competition level module (originally planned for release this fall, but now to be held until early 1982), the effort needed to finish the second hundred or so pages of ELEMENTAL EVIL went into preparation of THE LOST CAVERNS OF TSOJCANTH. The. scenario was initially done for a convention tournament, but the new product has an extensive outdoor adventure and a completely new series of encounters, so the effort wasn't wasted, I believe, and I hope you will agree.

Then, in clearing the decks to take on the TEMPLE, other chores popped up: The last-minute refining of the deities, and the development of a couple of dozen creatures, frittered away another month's worth of designing time. This effort steals from ELEMENTAL EVIL too, but because what follows over the next few issues will be quite helpful to those utilizing the GREYHAWK world setting, it is hoped that the few extra weeks added to the eventual release time for TEMPLE will be forgiven. (Yes, Virginia, I *am* working on it, and T2 will be out no later than GenCon XV!)

Finally, I had heartening news recently. Rob Kuntz, after a long stint away from AD&D™ gaming (reputedly due to a case of reveling in royalty income) has again returned to the creative fold. Being first one of the original participants in my Greyhawk campaign, and eventually its co-DM, Rob is eminently qualified to assist in the production of the storehouse of material and information which you are asking for. Rob and I have sat down several times over the past few weeks to discuss how we should go about this production in order to assure an orderly and useful flow of new things. Here is the tentative list we are now aiming at:

A. Regular WORLD OF GREYHAWK game information via the "Sorcerer's Scroll" column — you have the first here!

B. Completion of the CITY OF GREYHAWK map and gazetteer. Rob, Terry Kuntz, and Eric Shook are now at work on the project.

C. Detailed, smaller-scale maps of important areas of the Flanaess, complete with important residents and some encounters. The same team has ruled off the world map, and as soon as CITY OF GREYHAWK is finished, I expect this project to move ahead with force.

D. Miniatures rules for large-scale battles between the states of Oerth — in limbo now, although Steve Carpenter of Minifigs has mentioned that he is working on possible rules for this use.

E. GREYHAWK CASTLE & DUNGEONS production — at this point, this is only in a very general discussion stage, because of the other projects and the fact that the existing is only suitable for use by Rob and I. (As with most extensive dungeon complexes, much is developed and kept in the head due to actual play, and some areas are so difficult as to be impossible for those not used to our DM style.) So, initial work is unlikely to begin on this effort until sometime late in 1982.

This column will keep you up to date in the meantime. It should also give a fair amount of information not otherwise detailed in commercial releases, so if you have a campaign taking place in the Flanaess, be sure and stay tuned here.

For openers, I offer the following regarding racial types and dress. Future columns will deal with regional and national events, as well as smatterings of information on reported political plots and the like.

RACIAL TYPES OF THE FLANAESS

There are few "pure" racial groups extant on the Flanaess, save perhaps at the fringe areas of the continent. Of course, the races of demi-humans are relatively unmixed, but humankind, as is its wont, has industriously intermixed in the central regions to form a hybrid type which has actually become the norm.

Baklunish: The Baklunish people have golden-hued skin tones. Eye color is commonly gray-green or green, with gray uncommon and hazel rare. Hair color ranges from blue-black to dark brown. Ekbir, the Tiger Nomads, Ull, and Zeif typify the

straight Baklunish strain. The Wolf Nomads are intermarried with the Rovers of the Barrens, so they show the darker Flan blood. Ket is so mixed with Suel and Oeridian blood as to be the least typical of the Baklunish race, for the people of Ket are pale yellow or golden-brown or tan in skin color, with virtually any hair color possible save the lightest yellows and reds. Both the Paynim tribes and Tusmit show occasional admixture also.

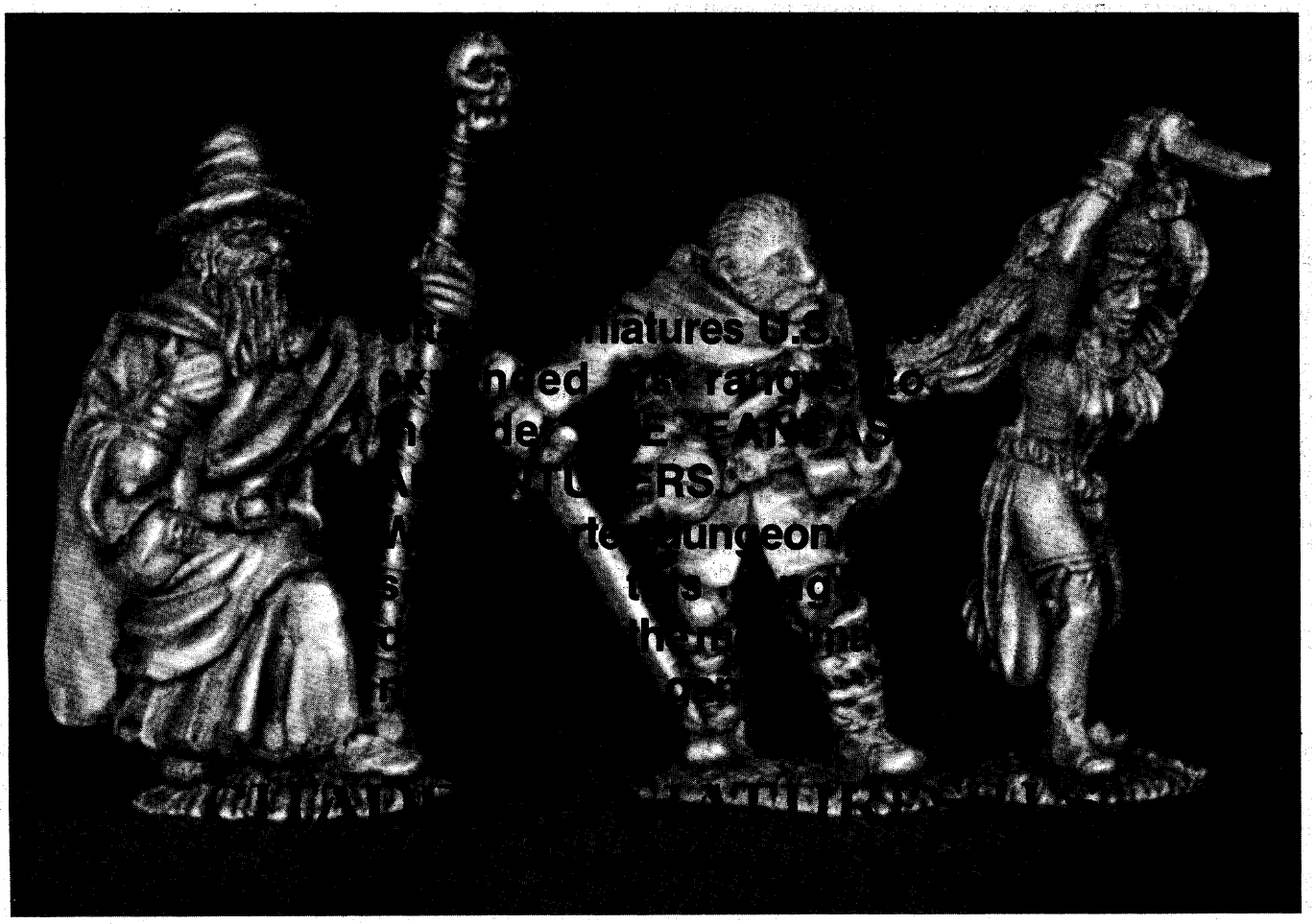
Flannae: The Flan race have bronze-colored complexion. This varies from a lighter, almost copper shade to a very dark tone which is deepest brown. Eye color is commonly dark brown, black, brown, or amber (in declining order of occurrence). Hair coloration is black, brown-black, dark brown, or brown. Also, Flannae tend to have wavy or curly hair. The Duchy of Tenh are pure Flan, proud of their bronze color. Geoff and Sterich, despite mixture, show strong Flan racial influence. The Rovers of the Barrens are of the copper-toned sort of Flannae, although the western tribes show the golden skin color of the Baklunish due to interbreeding with the Wolf Nomad tribes. The people of the Hold of Stone Fist and the citizens of the Theocracy of the Pale are primarily hybrids, the former Flan/Suel, the latter Flan/Oeridian. The inhabitants of the Pale are particularly handsome.

Oeridians: The Oeridians have skin tones ranging from tan to olive. They have hair which runs the gamut of color from honey-blonde to black, although brown and reddish brown are most common. Likewise, eye coloration is highly variable, although brown and gray are frequently seen in individuals: Unmixed Oeridians, despite claims of the Great Kingdom, are most common in Furyondy, Perrenland, the Shield Lands, and in the east and south in North Province, Medegia, and Onnwal and Sunndi.

Suloise: The fleeing Suel folk were scattered in a broadcast fashion across the Flanaess, so that most tended to mix with other groups. The Suel race is very fair-skinned, some being almost albino. They have light red, yellow, blond, or platinum-blond hair. Eye color varies from pale blue or violet through deep blue, with gray occasionally occurring. Curly to kinky hair is common. The inhabitants of the Duchy of Ernst are nearly of pure Suel race. The Frost, Ice, and Snow Barbarians are perfect specimens of unmixed Suloise blood; the nearly albinoid Snow Barbarians are the best example. The Suel folk are quite predominant in the island groups off the eastern coast of the Flanaess as well as in Tilvanot Peninsula (Scarlet Brotherhood region). Those bands that migrated into the vast Amedio Jungle and Hepmonaland are so altered as to be no longer typical of the race; they are tan to brown with heavy freckling.

The predominant racial strain and particular admixtures of each of the major states of the Flanaess is given in the list which follows. The first letter is the predominant strain. Thus, "OSf" would mean an admixture of Oeridian with a strong Suel strain and a weak Flan mix, as the "f" is uncapitalized. Had it been "OSF" (with a capital "F"), the indication would be that the Flan influence was only scarcely less than that of the Suel.

Almor: OS
Bandit Kingdoms: OFSb
Bissel: OSB
Bone March: (SO)
Dyvers: OSfb
Gran March: SOf
Great Kingdom: OS
Greyhawk: OSfb
Highfolk: Os
Idee: OS
Irongate: Os
Keoland: SOf
Lordship of the Isles: So
Nyrond: Os
Pomarj: (SO)
Ratik: Sof
Rel Astra: Os
Sea Barons: So
Sea Princes: SOf
South Province: Os
Spindrift Isles: So
Sterich: OFS
Ulek, County: OFS
Ulek, Duchy: (Sfo)
Ulek, Principality: (SO)
Urnst, County: SO
Valley of the Mage: OBf
Veluna: Osf
Verbobonc: Ofs
Wild Coast: Sof
Yeomanry: SOf



The inmixture of Oeridian and Suel (expressed as "(SO)" in the above list) tends to develop a skin coloration similar to that of Earth's European. The original Flannae stock shows up with either Oeridian or Suloise or both as a coppery or bronze overtone. Oeridian and Baklunish develops a fairly light complexion, but the skin coloration is true yellow, as opposed to the vague yellow-brown of Earth's oriental race. A hybrid of Baklunish and Flannae gives a golden-copper or golden-bronze color which is possibly the most attractive complexion of any of the admixtures of the basic races.

In general, the skin color of an individual is of no particular importance. The dark Flan complexion shows up quite often in most nations. By contrast, the nobles of the Great Kingdom are proud of being light-skinned, just as the rulers of Tenh are overly conscious of the supposed superiority of their deep bronze color. In the central region of the Flanaess, from western Urnst Duchy to Geoff, there is little heed paid to either skin color or racial type, whether human or demi-human (or even humanoid in some places. The main exception to this is the demi-human kingdoms where humankind is judged inferior, especially in Celene.

Racial/national dress

Oeridians typically favor checks and plaids. Aerdi and Nyrondel houses tend to wear plaids, while the southern and western Oeridians favor checks, often of a diamond pattern or similar variation from the standard square. Clothing tends towards tight-legged trousers, close-fitting upper garments, and capes or cloaks.

Suloise folk have long used solid colors. Aristocratic houses have two or more such colors in their dress, so parti-colored garments are not uncommon. Similarly, the Suel people tend to favor display of emblems or tokens on their garments, typically of a contrasting color to their basic one. Dress was originally loose pantaloons topped by a baggy blouse. This form of dress has been changed to meet the needs of the varying climates, so the northern Suloise barbarians wear furs and skin garments, while those in the southernmost area have replaced the blouse with vest-like upper wear.

Flannae once wore brightly hued body paints, with yellow ochre and vermillion being the favorites. While the Rovers of the Barrens still use considerable body painting (where their high boots, loincloth and chest and arm leather don't cover them), the more civilized Flan dress in the mode currently fashionable in their portion of the continent. Garments, however, tend to be of solid primary colors, with very bright hues predominant.

Baklunish peoples are of two sort. The northern branch favors bright patterns and gaudy colors. They wear gowns and robes, or else short breeks and flowing coats. The poorer folk even wear gaudy prints, although their garments are typically a one-piece coverall with whatever additional garb they can add. The southern branch likes parti-colors of a more pastel hue. Their dress is complex and full of many puffs and slashes when adorned for special events. They commonly wear rough hide and cloth when traveling or at war, with shields and banners showing clan colors.

Dwarven folk love shades of brown, red, and gray contrasted with a bright splash of color and picked out with as much precious metal as they can possibly wear. Leather is a favorite material, with wool being popular also. Dwarves wear clothing similar to that of the Oeridians.

Elves of the Sylvan ilk dress similar to Suloise, except their colors are pale tints of green, fawn, ecru, and dove gray. High elves are similar in mode of apparel, but they add blues, lilacs, and purples to the more natural forest hues of their woodland kin. Hunting and war garments are brown, russet, or tan. Gray elves wear very complex and flowing garb of pure white, sun yellow, silver and gold lame' set off by polished leather of contrasting colors and highlighted by jewels. All elvenkind wear cloaks, especially when traveling. These garments are neutral gray or gray-green.

Gnomes and **halflings** dress in a similar fashion, often replacing their trousers with knee-length britches. The gnomes favor more stolid colors — brown breeks, a tan blouse, green boots and belt, with a dark brown jacket or coat. A halfling in the same garb might have a yellow shirt and top off with a cap of green with a bright yellow feather in it. Both races will often wear striped clothing. When hunting or at war, they likewise favor garb of a curiously mottled sort, with greens and browns intermixed.

Next issue we will deal with events in the north central steppes and the areas below — the Horned Society, Bandit Kingdoms, and the Duchy of Tenh. Until then, avoid staredowns with medusae.

Convention calendar

ALPHACON III, Nov. 14-15 — A science-fiction and gaming convention to be held at the Ramada Inn, Ithaca, N.Y., Alphacon will feature a film program, displays, computers, and tournament competition in the D&D® game, Diplomacy, and other games. Convention membership is $9 at the door. For more information: Alphacon III, c/o Bill Freebairn, 310 N. Sunset Drive, Ithaca NY 14850.

RICON '81, Nov. 14-15 — Rhode Island's first fantasy role-playing convention will be held at the Howard Johnson's motel in Warwick. Further information is available from RICON '81, P.O. Box 171, Lincoln RI 02865.

CONTRADICTION, Nov. 20-22 — A science-fiction convention to be held at the Buffalo Marriott Inn, Amherst, N.Y. For more information, contact Linda Michaels, 27 Argosy Street, Amherst NY 14226.

WINTER GAMEFEST, Nov. 20-22 — The annual event sponsored by the Metro Detroit Gamers which was formerly known as WinterCon. It will be held in Cobo Hall in Detroit for the first time. More information can obtained by writing to Metro Detroit Gamers, P.O. Box 787, Troy MI 48099.

WINTER FANTASY, Jan. 9-10, 1982 — Role-playing games, miniatures battles, mah jongg, an auction, hot dogs and a fun time with the TSR Hobbies gang. Held at the American Legion Hall, 735 Henry St., Lake Geneva, Wis. Admission $2 daily, $3 weekend. Write to Winter Fantasy, P.O. Box 756, Lake Geneva WI 53147.

GEN CON® SOUTH, Feb. 5-7, 1982 — The Cowford Dragoons and TSR Hobbies, Inc., again sponsor this wintertime retreat at the Jacksonville Beach (Fla.) Convention Center. For more information write GEN CON® SOUTH, P.O. Box 16371, Jacksonville FL 32216.

MANNHEIMERCON, Feb. 19-22, 1982 — Sponsored by the Grenadierstrasse Kriegspiel Society, the second Mannheimercon will be held at a site in Mannheim, West Germany. Tournament games to be held are: AD&D, Traveller, Civil War miniatures, Napoleonics miniatures, modern and WWII micro armor, naval miniatures, Battle of the Bulge, Dallas, Magic Realm, Panzer Leader, Wizard's Quest, Russian Campaign, Victory in the Pacific and Squad Leader. For more information, contact Grenadierstrasse Kriegspiel Society, c/o Raymond Norton, 181st Trans. Bn. APO New York 09166 or call Mannheim Civilian 731-575 or Mannheim Military 8281.

Protection circles and the like, plus news of the north central Flanaess

by Gary Gygax

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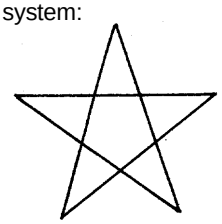
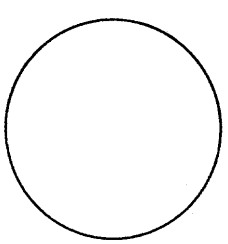
As promised last time, this column will detail the current happenings in the north central Flanaess. Before that, however, are a few words regarding a different aspect of ADVANCED DUNGEONS & DRAGONS™ game play.

You will recall that the *Lost Caverns of Tsojcanth* module was mentioned in the previous issue. In this module are quite a few new spells detailing the conjuration and servitude of powerful creatures from other planes. TSR's Product Development Department was worried about a seeming conflict between the new spell *ensnarement* (and its various protective devices) and the information found in the Monster Manual regarding protective devices versus devils.

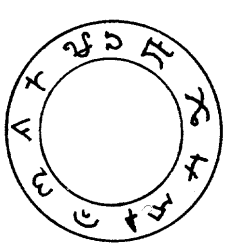
Actually, both are correct, being facets of the whole. Here are the six protective devices and their uses in the official AD&D™ game system:



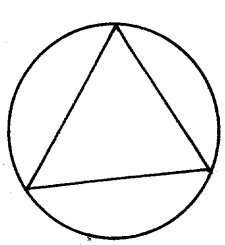
Pentacle
This device is a magical sealing figure to contain any creature magically trapped and contained so as to seal the container against escape.



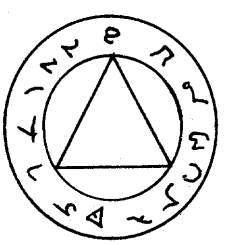
Magic (protection) circle
This inscription is effective against lesser devils and lesser hostile sendings.



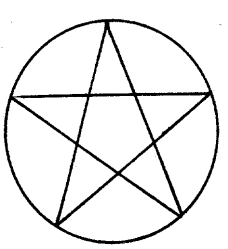
Magic Circle
This inscription wards against all devils and creatures from the upper Outer and Astral Planes.



Thaumaturgic Triangle
This inscription is effective versus creatures from the Concordant Opposition, Elemental, and Ethereal Planes.



Thaumaturgic Circle
This device wards against demons of power not greater than Type V, as well as those warded by a plain Thaumaturgic Triangle.



Pentagram
This inscription protects against all creatures from the lower Outer Planes, except devils, but including all forms of demons.

IUZ BEFORE AND AFTER

The events in the north central Flanaess revolve around two groups of states. In the west the action surrounds the Wolf Nomads, the Rovers of the Barrens, luz, and the Horned Society. Eastward, interesting developments allowed the Duchy of Tenh to make a strong foray into the Bandit Kingdoms. The events in the west will be dealt with first.

Wolf Nomads: Following the rise in power of the humanoid hordes of the cambion, luz, the Wegwuir avoided the eare east of the Black Water, spending their aggressive energies upon the Tiger Nomads to the west and even moving south along the Sepia-Uplands to raid Perrenland. In the spring of 578, luz actually-sent an army into the north to take the poor town of Eru-Tovar, the only real city of the Wolf people, the pride of their Tarkhan. As fate would have it, the Chakyiks were themselves interested in a venture against Ekbir, so they were quite happy to conclude a treaty. This freed a horde of 20,000 Wolf Nomads to face the invaders. Tarkhan Bargru himself commanded the force, which consisted of some 2,000 armored

lancers (medium cavalry), 10,000 light horsemen, 7,000 light horse-archers, and 1,000 armored crossbowmen on horseback.

This force arrived outside Eru-Tovar late in the summer, just in time to raise the siege. The army of luz retreated eastward, and then fell back along the Black Water, hoping to withdraw safely to the nearer arm of the Howling Hills where humanoid reinforcements could be picked up in considerable numbers.

The Tarkhan's force caught the retiring army of luz along the great north bend of the Black Water. After a close pursuit lasting several days, during which the majority of the light humanoid infantry and goblin cavalry was shot to pieces by the Wegwiur horse-archers, a pitched battle was fought. As usual, the powerful figures in the opposing forces basically neutralized each other, while the troops engaged in combat of the more basic sort. Fortunately for the Wolf Nomads, luz himself was engaged elsewhere and could not intervene. The horsemen once again proved superior to the ill-disciplined masses of invading infantry, and only a few thousand survivors of luz's ruined army made it to the relative safety of the Howling Hills. Losses by the Wegwiur totalled some 2,000 killed and about twice that number wounded. Of the invading army, some 2,000 humans and 6,000 humanoids were slain, with no prisoners taken. It is assumed that desertion accounts for the balance of the total army initially encamped before Eru-Tovar. (This action is known as the Battle of Black Water Bend and was fought in the Dozenmonth of the Squirrel on the 22nd day, CY 578, or BH 3237.)

Following this success, Bargru returned to his capital, where the garrison of some 2,000 men was busily repairing the badly damaged defenses — mainly brickwork and earth and timber which had been nearly destroyed at the time of relief. Satisfied that all was in order, the Tarkhan then sent strong parties of riders to patrol the area south of the Cold Marshes between the Black Water and the Dulsi River. One of these groups continued on as emissaries to the Rovers of the Barrens, its leader being Lekkol Noyon, the Tarkhan's seventh son (the first child of Bargru's third and favorite wife, the Yepita woman, Golden Dove). Lekkol's troop of 1,000 cavalry made contact with the Yepita tribe about one month after the defeat of luz's expedition. Lekkol subsequently took part in the raid conducted by the Red Horse and Black Horse clans of the Rovers.

Meanwhile, Bargru went with his personal guard to the lands of the Guchek, the Wild Dog people, whose territory borders the eastern portion of Lake Quag and the uppermost reaches of the Sepias. Jicta, Khan of the Guchek, had failed to appear when summoned for the stroke against the invaders at Eru-Tovar. The Tarkhan underestimated the degree of revolt by Jicta Khan, for Perrenland had subverted the Gucheck by bribes and the promise of aid if the Wild Dog Nomads would declare independence from the Tarkhan of the Wegwiur. This move by Perrenland should have been no surprise, considering the earlier incursions by the Wolf Nomads. In any event, Bargru managed to escape the trap after an ambush, but at the spring of CY 579, the Guchek remained independent and defiant.

luz: After a period of rebuilding and strengthening his domain, the Lord of Evil set his mind upon the lands to the south. Various pacts and treaties were concluded with the none-too-loved Horned Society, thus assuring no immediate trouble from the east. Groups of humanoids — gnolls and flinds, orgrillons, bugbears, and even ogres — under human leadership were sent across the Dulsi River to first occupy the nearer portion of the Vesve Forest, and then work south to harass the border of Furyondy. luz caused a fleet of 40 galleys to be built at Dorakaa in 577. With this force he hoped to wrest control of Whyestil Lake from King Belvor, thus exposing all of the northern portion of Furyondy, from the Vesve along the Crystal River to the Veng and then to the Whyestil, to easy invasion. To facilitate this move, luz joined forces with the resurgent followers of Elemental Evil, believing that such a threat on the Kingdom's southern border would distract the Furyondians from his much more ambitious plans in the north. While his forces were being readied, luz ordered his northern contingents to capture Eru-Tovar and thus stop any possible move by the Wolf Nomads upon the upper portion of his realm while his invasion of the south was in progress. Leaving the execution of his will to trusted underlings, luz himself went far to the south to stir up trouble.

The host of luz's northern marches came under the dual command of Lord Choldraf (14th-level cleric) and Mellard-Plict (12th-level magic-user). Between them they brought 2,000 heavy cavalry, 1,000 light horse, and about 4,000 infantry, evenly divided between heavy foot and crossbowmen. Humanoid contingents included some 3,000 goblins and xvarts, serving as scouts and raiders, 6,000 orcs and 4,000 hobgoblins as shock troops, and a vast, mixed company of norkers, knolls, flinds, ogrillons, bugbears, and ogres totalling some 5,000 to 8,000 depending upon the whims of its component members. This force gathered in the arm of the Howling Hills between the Dulsi and Blackwater, and at the beginning of summer (the Dozenmonth of Flocktime in the north country) in CY 578 marched westward. There was much quarreling during the course of the move; Lord Choldraf berated Mellard-Plict for his lack of control of the masses of humanoids which the wizard levied and commanded, while the latter scoffed at both Lord Choldraf's own powers and at his well trained, but relatively weak, troops. When siege was laid to Eru-Tovar the following month, each commander strove to outdo the other, each wishing credit for taking the Wegwiur stronghold. This lack of co-operation enabled the defenders, numbering only about 3,400 effective troops, to withstand almost ten weeks of siege by a force totalling well over 25,000. The losses by the attackers were compounded by the rival factions often slaying their wounded cohorts if they held loyalty to the opposite commander.

When Tarkhan arrived to raise the siege, Lord Choldraf was forced to screen the withdrawal of the luzites, since the humanoids under the wizard Mellard-Plict were too undisciplined and unreliable to handle the assignment. In fact, most of the wizard's troops had deserted, or merely decided to wander off on a raid of their own, by the time the Battle of Black Water Bend was fought. The high priest is in disgrace now, but it is likely that Choldraf will find some way to redeem himself with luz. It is reported that the wizard fled immediately upon the loss of the battle, going far south and now raising companies of bullywugs in the Vast Swamp, supposedly at the behest of Wastri, the Hopping Prophet.

The intelligence network of Furyondy discovered the plan to wrest control of Whyestil Lake from their navy, and before the luzite army stood before Eru-Tovar, King Belvor's fleet staged a daring raid upon Dorakaa. The majority of the galleys being built were burned in the stocks, and seven of those which had been completed and outfitted were captured, while another five were sunk. Only in the Vesve Forest and along the western shore of Whyestil did the invasion plans bear any fruit. The inrush of many thousands of humanoids pushed back the companies of men, elves, and gnomes who had been slowly but surely regaining the place from the evil denizens holding it. South of the Deepstil River, save for the Sepia Uplands and the western verge, all of the Vesve fell into the hands of luz's minions. The forces of Highfolk and Velunese contingents quickly regained the southwestern corner, but as of the year 579, most of the great forest, as well as the shore of Whyestil Lake, remained under control of humanoids and evil humans now fortifying it.

luz, Lord of Evil, hastened home to try to salvage the situation, and it was his direct intervention which enabled his forces to hold their southern gains against a valiant counteroffensive staged by the Furyondians. The walled town of Crockport now stands near the frontier, and the opponents are readying their respective forces for more fighting soon.

Horned Society: Pressure by the nobles holding the Shield Lands prevented the all-out move which the Hierarchs have long wished to make down the Ritensa River to the northern shore of the Nyr Dyv. The diabolical leaders of the Horned Society would gladly have allowed luz his hoped-for gains to their west, in order that they themselves might take Willip and overrun the Shield Lands. Instead, the Hierarchs, ignorant of luz's plans, spent themselves in dribblets, first against Furyondy and the Shield Lands and then in defending against mounting incursions of war parties from the north. Just as their forces were about to turn southward again, reacting to the contest between luz and Furyondy, a major raid struck into the Society's north, and the Hierarchs' army had to turn around and move with all speed northward. Some 5,000 cavalry moved to block the further penetration of the raiders, while a formidable army of 5,000 humans, 2,000 goblins, 4,000 orcs and 7,000 hobgoblins followed. This strong show of force was assembled because several reports from survivors of raided settlements claimed that the attackers numbered 10,000 horse and included several thousand Wegwiur. Allied bandits and brigands were called upon to rendezvous with the Hierarchs' thousands of troops at Dingaverge, a small town on the edge of the Fellreev (A4-54 on the WORLD OF GREYHAWK™ map). The cavalry arrived at Dingaverge, led by Plar Rostal, a renowned fighter (11th level) and his leman, Seenia, a renegade (sylvan) elf (fighter/m-u/thief, 6th/6th/6th). Within a sennight, several thousand bandit horsemen had gathered, and with a force of over 7,500 cavalry, Rostal began aggressive probes north and northwest to locate the enemy. Bands of kobolds and unmounted bandit troops similarly prowled the nearer reaches of the Fellreev, for Rover wardog footmen, as well as elves had also been reported.

During the Dozenmonth of Reaping, CY 578, the remainder of the Hierarchs' army arrived at Dingaverge, spent a few days resting and regrouping, and followed after Rostal, trying to make contact by means of the 2,000 or so horsemen who had joined them at the rendezvous.

The cavalry under Plar Rostal was far away, however — in hot pursuit of a enemy, or so they supposed. Rostal's pursuing force was drawn out on the steppes and then assaulted by a nomad horde of about equal numbers, nearly 1,000 of whom were centaurs lately joined with the Rovers nation against the enemies to the south. The Hierarchs' cavalry were severely handled and forced to break off the action, retiring to the northwest and allowing the Rovers and their allies to slip southwards to harass the approaching infantry force. This move was screened by no more than 1,000 horsemen and a few score of centaurs, enough of a force to make Rostal believe that the entire horde he had faced was following him. This ruse worked for several days, but as soon as it was discovered, the Plar's cavalry scattered the meager band of opponents and rode at all speed back toward where Rostal knew the following army of foot should be.

The commander of the Host of the Hierarchs was Hierarch Blontug, a much-feared half-orc of great power (cleric/fighter /assassin, 4th/9th/9th). He was wise enough not to march his footsoldier force into the vastness of the rolling plains, but instead used the western edge of the Fellreev Forest to cover the right flank of the northward-moving army. A screen of light cavalry scouts alerted the Hierarch that the enemy was approaching, and Blontug arrayed his troops along the edge of the woods so as to prevent cavalry maneuvers against it.

On that first day of contact there was only light skirmishing, as the Rovers and their allies probed for weaknesses, and the Hierarch in turn attempted to discover just how powerful an enemy he faced. On the next day, kobold and bandit scouts prevented an attack from the forest coming as a complete surprise. The attacking footmen and elves were easily repulsed,

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while the well-trained humanoid infantry, supported by missile troops and light horse, withstood several determined charges by the other contingent of the invaders. A stand-off of several days' duration ensued, with Blontug growing progressively more certain that his enemy was not numerous enough to be a real threat, but unable to bring them to battle because his force lacked sufficient mobility.

Then Rostal's cavalry rejoined the main body of the Host of the Hierarchs, and on Goodmonth 26, CY 578, the force rolled forward. The whole of the cavalry swung in an arc from the left flank. Its aim was to act as the hammer to the infantry's anvil. The movement was met by fierce rushes by the centaurs and the light horse of the Rovers, while the remainder of the nomads escaped to the northeast. A major victory was narrowly missed by the Hierarch, but his aim was accomplished. The allied force was beaten and driven off, although cavalry losses on the part of the Society were excessive, and the enemy had established itself firmly in the northern portion of the Fellreev. Before action could be commenced to remove this minor irritation, news came from Rookroost that the Zumker had been crossed in force by Duke Ehyeh, and the Tenhese were sweeping through the Bluff Hills to clear them of resistance before turning south toward the open country beyond. The normally independant and warring leaders of the Bandit Kingdoms had rapidly declared common cause against Tenh, and all the units with the Hierarchs' army rode off, despite the threats and imprecations of Blontug.

There was great wrath in Molag when the Unnameable Hierarch learned of all that had transpired. Blontug and Rostal were sent across the Ritensa to punish the bandits for deserting the Hierarchs' Host, and their force of about 10,000 horse and foot easily captured the lands of "General" Hok and Baron Oltagg of Wornhall. This territory abuts the Shield Lands and runs northward into the Fellreev, so there is some question as to its actual value to the Horned Society. Nevertheless, the Hierarchs now reign over it. The associated bandit leaders have renounced all dealings with the Society on this account, and their agents are said to be recruiting mercenary troops in Urnst County and from the border territory between Nyrond and the Pale. The Hierarchs, in turn, seem likely to continue eastward expansion in CY 579.

Bandit Kingdoms: The usual turmoil of competing states preying upon one another and any available neighbor outside the territory sums up activity within the area until CY 578. Bandit groups made forays into Tenh, the Pale, Nyrond, County Urnst, and even the Shield Lands and portions of Furyondy. Most groups were mounted, but the usual number of river raiders and buccaneers from Redhand plied the waters. Prince Zeech's ships and galleys actually staged a major action against the Duchy of Urnst, managing to slip in through the easternmost portion of the Cairn Hills, loot and pillage, and then escape with their gains. The western bandit lords — General Hok, Guardian of Warfields (fighter, 11th level); Oltagg, Baron of Wormhall (fighter/thief, 4th/9th); Kor, Rhelt of Abbarra (assassin, 10th level); and the Master of Freehold, Eab Huldor (magic-user, 9th level) — actively co-operated with the Hierarchs of the Horned Society. However, when the banners of Tenh crossed the Zumker River, laying waste the Barony of Groskopf, and then entered Fellands, the Combination of Free Lords summoned all members to arms to defend the east. When even the western states responded, the Hierarchs were enraged, for they needed the bandit troops to eject the nomad and Rover invaders from the Fellreev Forest and the steppes of the Opicm. In a punitive invasion, the Hierarchs' forces seized and occupied both Warfields and Wormhall. A very tenacious defense by the Abbarrish, reinforced by the survivors from the conquered territories, and scrapings from Tangles and the Freehold, caused the halt of the Society's penetration in the autumn of CY 578.

A truce was negotiated with the Duke of Tenh; Groskopf ceded the land between the Griff Mountains and the Zumker to Tenh, and all of the Free Lords of the Combination swore to refrain from raiding Tenh. Thus freed of immediate warfare on their east, all of the leaders turned westward to confront the Horned Society, with the express aim of recovering the lost states and taking reprisals in addition. Recruiting of mercenaries and masterless men brought the forces under command of the Combination to the following totals in the spring of CY 579:

Warfields: Guardian General Hok (fighter, 11th level); Cavalry 300, infantry 500.

Wormhall: Baron Oltagg (fighter/thief, 4th/9th level); Cavalry 150, infantry 400, humanoids (gnolls) 100.

Freehold: Eab Huldor, Master of Freehold (magic-user, 9th level); Cavalry 350, infantry 800.

Kor: Rhelt Abbarra (assassin, 10th level); Cavalry 400, infantry 600.

Tangles: Earl Renyard (bard, 8th level — fighter/thief, 6th/7th level); Cavalry 200, infantry 550.

Rift: Plar Lintoff (thief, 13th level); Cavalry 150, infantry 350, humanoids (gnolls) 200, (bugbears) 50, (ogres) 10.

Reyhu: Tyrant Celdro (fighter, 10th level); Cavalry 300, infantry 700.

Redhand: Price Zeech (cleric/fighter, 5th/8th level); Cavalry 100, infantry 300.

Artonsamay: Duke Nebon Gellor (fighter, 9th level); Cavalry 250, infantry 250.

Stoink: Boss Dhaelhy (fighter/thief, 8th/5th level); Cavalry 200, infantry 650.

Dimre: Szek Winvid (cleric, 10th level); Cavalry 300, infantry 550.

Johrase: King Selnon (fighter, 11th level); Cavalry 350, infantry 550.

Midlands: Graf Venholtee (cleric/fighter, 3rd/7th level); Cavalry 200, infantry 450.

Greenkeep: Lord Yanboli (half-elf fighter/m-u/thief, 5th/5th/5th level); Cavalry 150, infantry 600.

Rookroost,: Plar Teuod Fent (illusionist, 9th level); Cavalry 250, infantry 450.

Fellands: Avaerd, Lord Despot (fighter, 10th level); Cavalry 300, infantry 850, humanoids (orc guards) 100.

Grosskopf: Baron Skiven (fighter, 11th level); Cavalry 150, infantry 300, humanoids (ogrillons) 50.

Totals: Cavalry 4,100; infantry 8,900; humanoids 510.

The above estimates are likely to increase by 10% to 20% due to last-minute recruiting and enlistments. The force is most dangerous because of the unusual concentration of high-level characters and their lieutenants.

Duchy of Tenh: In CY 575, Duke Ehyeh II began an active campaign to clear the Troll fens and border area on the west bank of the Yol. Considerable numbers of fortifications were built, and this two-year effort was deemed a general success. The Theocrat of the Pale concentrated his attentions south and eastwards because of the strong show by the Tennese.

In 577, the Duke began early actions to the north, working into the mountains and fortifying the southern end of Rockegg Pass, some 20 leagues above Catbut. The Duke was himself killed in fighting against the Holders, whose units of "fists" resisted with great ferocity the closing of the pass. Despite the death of their leader, the Tennese (now under Marshal laba) finished what their liege had willed, thus effectively securing the Duchy on two sides. At a convocation in Nevond Nevend during Neefest, 578, Ehyeh III was crowned Duke, and the Tennese celebrated greatly. The old Duke's son was more warlike than his doughty father, and his early training as a fighter on the frontiers made Ehyeh III particularly anxious to secure all avenues against invasion. In the spring, the young Duke organized a force of 2,500 horse and 6,000 foot, while leaving strong garrisons at all key points. He personally led the army across the Zumker River.

Duke Ehyeh's plan was to sweep west to the junction of the

Bluff Hills and the Rakers. He then would move north into the hills, clear them in a rapid westward push, and garrison any strongholds found there. He would then swing back southeast to overrun the land between the Bluff Hills and the Zumker. Any bandit forces caught by the move would be trapped and destroyed. With this accomplished, the next move would be to bring a second force across the Zumker, just above the Artonsamay. The two would then handle expected bandit lord reaction, take Rookroost, and secure all of the territory as far west as the Fellreev. Contemplated along with these actions was an even more ambitious plan to begin the next year, which would secure all the land west of the Artonsamayas far as the Tangles.

The plan worked with precision, but as soon as the Theocrat got wind of it — and his spy system is legendary — disturbing reports began to reach the young Duke. The Prelate's growing military strength was at Wintershriven, and the Faithful Bands were being called up. The Tennese companies originally being readied for action elsewhere were sent from Redspan on a long march to reinforce the Yol. Woodsmen were ordered to keep a close watch in the Phostwood Forest. The Duke entrusted the army in action against the bandit states to the redoubtable Marshal laba so the new threat could be under his own command. When the Combination of Free Lords sued for peace near mid-summer, the suit was welcomed, for it ceded a considerable portion of land to the Duchy, guaranteed bandit neutrality, and allowed the Tennese military forces to meet the threat now posed by the Pale. Duke Ehyeh brought a combined army of 4,000 horse and 11,000 foot across the Yol at the edge of Phostwood in Dozenmonth Ready'reat, 578 CY. This host struck east and is wintering in the Pale. The threat to Wintershriven is obvious, and events of the year 579 should prove interesting indeed. Ehyeh III (ranger, 11th level) will either be acclaimed as a military genius and savior of his nation, or else Tenh will fall under the heel of the Theocrat.

Rovers of the Barrens: The young tribesmen who matured into warriors during the last two generations avoided their old battling and hunting grounds along the Fellreev Forest and the plains of the Dulsi, for they feared the might of luz's hordes. Instead, these nomads and woodland hunters withdrew to the steppes and other sites to the north and east. Their numbers increased, and they practiced their fighting skills against the men of the Hold of Stonefist and the savages and humanoids they met on raids into the Cold Marshes. Despite the difficulties of communication, the western tribes of the Rovers of the Barrens actually made alliances with the Wegwiur. In 566 there were a few light raids into the northeastern edge of the Fellreev. In a few years, wardog parties were reported in the forest west of Cold Run. By CY 577, a conclave of all the clans staged a great beast hunt in the central portion of their territory, with many visiting Wolf Nomads taking part in the sport. The census sticks showed that clan warrior strength was as follows:

Great Stags	5,200	11 tribes; eastern area
Bear Paws	1,150,	4 tribes; southeastern area
Red Horses	2,700	6 tribes; northwestern area
Black Horses	3,350	8 tribes; northwestern area
Gray Lynx	1,450	5 tribes; northern woodlands area
Horn Bows	1,800	4 tribes; west central area
Sly Foxes	850,	4 tribes; southern woodlands area
Wardogs	3,100	fighting society; all tribes
White Wardogs	950	fighting society; north tribes only

Tribes not attending probably accounted for about 2,000 additional warriors, while allied northern peoples number almost 4,000 additional warriors.

At the great conference, the Rovers agreed to a plan to make war upon the Horned Society to attempt to regain their lost territory around the Opicm and in the Fellreev. The help of the Wolf Nomads was not promised, but the Rover tribes knew it would certainly come if possible. The Sly Fox Clan, always on

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Mayday, Mayday. . . we are under
attack. . . main drive is gone. .
turret number one not responding . . .
Mayday. . . losing cabin pressure
fast. . . calling anyone. . . please help. . .
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good terms with the sylvan elves of the Fellreev Forest, were to harass the enemy from the woodlands, while the western clans, the Red Horse, Black Horse, and Horn Bows, rode south and made war upon the hated peoples of the Horned Society. Chada-Three-Lances (fighter, 8th level) was made War Sachem, and in the spring of 578, he led some 6,000 warriors on a campaign to accomplish the recovery of the lost lands. With the force went a party of about 900 centaur warriors. The latter had been displaced from their territory in and around the western end of the Fellreev, so they were more than eager to take part.

The warfare was at first easy; many of the enemy were slain and their villages sacked and burned. But as the Rovers moved further south, they met greater resistance. Then word of an approaching enemy body of cavalry caused the Rovers to pull back and go into council. The bulk of wardog soldiers were sent into the Fellreev to aid the Sly Foxes and their allies. Companies were also sent away with the loot and prisoners already captured, so that the remaining band would not be encumbered. With the Wolf Nomads who had recently joined, the warriors then numbered 7,000 plus some 900 centaurs. These troops savaged the cavalry from the Horned Society and sent it flying away. The Rovers feigned pursuit and instead sent about 6,000 raiders back south to finish their destruction, but before any real penetration of enemy territory could be made, a large army of footmen was located. These humans and humanoids were attacked, but they easily withstood the clan assaults despite some heavy losses. The whole attack was then called off when scouts detected enemy cavalry moving to encircle their encampment. In a nip-and-tuck retreat, the whole force managed to escape with losses considerably less than those of their enemy. The Sly Foxes and their elven allies had been quite successful in gaining the initiative in the Fellreev. Expected countermoves failed to materialize, and now many tribes of the Gray Lynx and Wolverine clans have moved into the woodlands. (The Wolverines are a Central Woodlands clan which was driven north and was not represented at the great conference. There are seven tribes in the clan, but each has only about 100 warriors.) Scattered and disaffected tribes are likewise returning due to the minor successes gained, and it is likely that the councils of 579 will see a larger number of warriors ready and willing to take up the lance and go against the enemy. If continued cooperation between the Rovers clans and the Wolf Nomads persists, even luz could be in trouble.

Stay tuned for more next issue!

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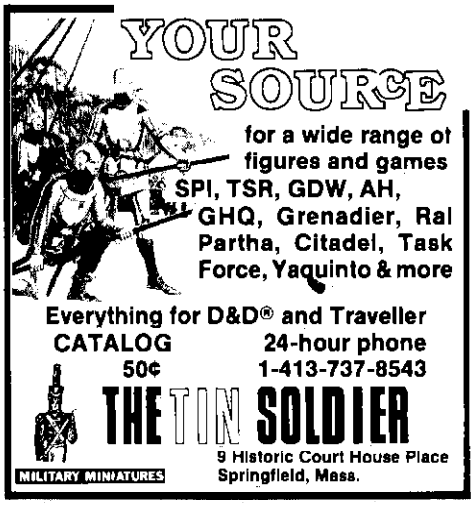
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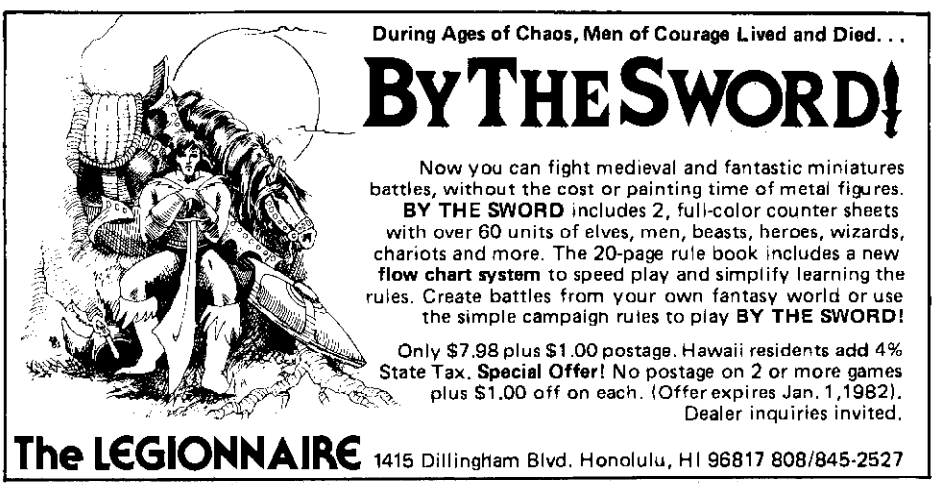
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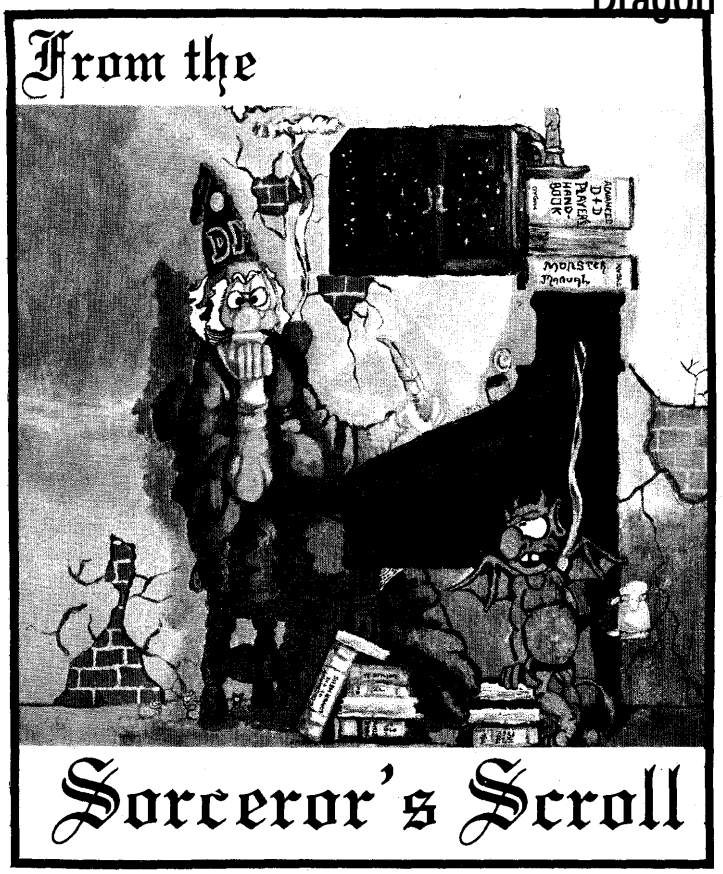

Developments from Stonefist to South Province

by Gary Gygax

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In my last column the events which spanned the north central portion of the Flanaess, from the steppes of the Wolf Nomads to the mountains of the duchy of Tenh, were reviewed through CY 578. This issue will cover the activity in Stonefist's Hold, what the northern barbarians are doing, the events in Ratik and Bone March, and then slip down all the way to Aerdi's South Province to view what has happened there — particularly in relation to Sunndi, Idee, and Onnwal.

For those of you who wish to plan ahead, Rob Kuntz will cover the action surrounding the Sea Barons, Spindrift Isles, See of Medegia, Almor and the Kingdom of Nyrond. Meanwhile, I'll skip to the Lordship of the Isles, the Scarlet Brotherhood, Hepmonaland, the Olman Islands, and on into the Amedio Jungle. Next will be the Pomarj, Wild Coast, Celene, and the three Ulek states, Then comes Greyhawk, Urnst Duchy and County, Furyondy, Dyvers and the Nyr Dyv, Verbobonc, and the Temple of Elemental Evil. A discussion of Veluna, Highfolk, Bissel, Ket, Perrenland, and the Tiger Nomads will make a very mixed bag indeed for a future column. The Valley of the Mage, Geoff, Gran March, Sterich, Keoland, the Yeomanry, and the Sea Princes covers the southwest nicely. The last major portion discussed will be the Caliphate of Ekbir, Tusmit, Zeif, the Paynims, UII, and the Dry Steppes.

When all that is done, it will be up to you readers as to whether we cover another swing around the continent, to deal with specific — and unusual —areas such as the Bright Desert, Sea of Dust, Burneal Forest and Blackmoor, etc., or treat the adjacent lands not covered on the map. It is up to you to let us know! Now to the inhospitable reaches of the Hold of Stonefist...

Stonefist: The harshness of the rule and the severe tests placed upon those desiring to do so have combined with the unfavorable climate of the Hold of Stonefist to keep it from becoming a serious threat to its neighbors.

The Coltens, despite generations of servitude to the invaders, have slowly emerged as a competing form of leadership, offering their method of election of the most popular warrior as an alternative to the Rite of Battle Fitness. So many aspiring leaders were slain in the often-useless raids of the latter method that its proponents have grown scarce. When Ratik and the Fruztii made peace, the subsequent battles for the Kelten Pass brought several telling defeats to "fists" led by the descendant warband leaders. The Hold was then divided between those who followed the laws laid down by Vlek Col Vlekzed, and those who claimed that Stonefist's methods are no longer appropriate and the Coltens Feodality should be restored. The nomads and settlers west and around the Frozen River championed the ways of Stonefist. The population around Kelten and the Hraak Forest wished to establish new forms of leadership.

Strong action by the Duchy of Tenh in the Rockegg Pass was successful due to the division amongst the peoples of the Hold. "Fist" units — warbands consisting of five "fingers" of some 25 fighters each, plus a "palm" of about 75 to 150 —counter-attacking the Tennese fought without quarter and did considerable harm. But their attacks were too disorganized and their numbers too few to cause the Ducal army real concern. Of the two dozen warbands which responded to the Tennese action, over half were killed to a man. Only the arrival of over 2,000 light cavalry and about half that number of light infantry from northern tundra of the Hold prevented the Tennese from moving into the interior and taking Purmill. The Ducal troops under Marshal laba numbered 500 cavalry and 5,000 foot. While the Hold itself was relatively safe from invasion, the Master, Seuvord Redbeard, and his Atamen and chieftains were faced with a dilemma.

The Rovers of the Barrens were undoubtedly gaining in numbers once again, so no easy raiding prospects existed to the west. Likewise, both southern passes to the rich state of Tenh and the lands of the Fruztii were closed to all but a major effort. A major effort was impossible because of the near-revolt of the eastern (mainly Coltens-descendant) bands under Ataman Dyerg Keda (fighter, 12th level) and supported by over a dozen chieftains and subchiefs. Seuvord Redbeard, being both tough and intelligent, refused to be drawn into a civil war, for then the surrounding enemies of the Hold would surely take the opportunity offered and destroy the remnants of the state. As Seuvord also wished his own line to retain the Mastership of the Hold. as a hereditary right, he called a great council at Purmill, with safe conduct for all who attended.

Many observers were surprised that all of the principal leaders of the Hold took part in the convocation, but those aware of the cleverness of Seuvord knew that

he was certainly responsible for the showing. What was put forth at the council by Seuvord Redbeard was that the Hold must adapt to the changes taking place and the new alliances against its people. He asked the assembled leaders to grant him the hereditary title of Rhelt; he asked that Atamen also be made hereditary leaders, and also that the chief men of each area be given the right to elect the warband leaders. The Rite of Battle Fitness was not to be done away with, however. Instead, it would qualify warriors for service in the standing army to be formed immediately, with those of exceptional capabilities to be made leaders, companions of the Rhelt, or even war chiefs whose right it would be to expand the realm through conquest and occupation.

There was considerable dissension, particularly from the direct descendants of Stonefist, but enough of them, as well as of the nomadic chieftains, agreed to Seuvord's proposal to sway the entire assembly. In CY 578, shortly after Tenh had coronated its new Duke, the Master of the Hold became Rhelt Seuvord I of Stonehold. Several of his cousins took ill from a mysterious flux shortly after the coronation, and about a dozen others were reported fleeing into the Griff Mountains with a small band of loyal followers.

The former Hold of Stonefist is now divided into four Atamanships: Vlekstaad, Purmill, Kelten, and Bastro. Four Great Chieftains were also created: Reindeer, White Bear, Walrus, and Forest (Hraak) People. The word of these Great Chieftains is equal to that of an Ataman. Finally, war chiefs of the west, south, north, and east were appointed to raise bands of fists to keep the land safe until the Rhelt's own army could be formed. Only about 1,000 personal guards are in this standing force as of 579, but the war chiefs have been relatively successful, especially in the east. There, the frontier of the Stonehold has been pushed past Big Seal Bay (in column K2 on the WORLD OF GREYHAWK™ map, north of the Corusks) 80 or 90 leagues into territory claimed by the Cruski.

Ice Barbarians: The attention of the Cruski was directed wholly to the south, where choice plunder could be gained during the summer raiding season. After a particularly successful venture in 577, the Cruski and Schnai sat down together to bargain on a division of the spoils. In the end, the Schnai agreed to give up the land south of Glot along the east coast. The Snow Barbarians gained more gold and silver, while the Cruski regained their southern harbors. This made the raids into North Province and the Isles of the Sea Barons all the easier next year, and most of the able-bodied men were away on those journeys when the warbands of Stonefist (now Stonehold) rode into the tundra which the King of Cruski claimed. The few wandering tribes of Coltens there welcomed the invaders, while surviving Cruskii headed east as quickly as possible. The returning warriors were enraged at the boldness of the invasion, and it is likely that the attention of the Cruskii will be trained on a war with the Stoneholders in 579. Some 50 ship captains are already pledged to sail, and more are expected.

Snow Barbarians: Events amongst the Schnai were quite similar to those of their cousins to the north, in that they generally raided southwards and carried heaps of goods back to towns of their realm. Unsettled conditions in the Great Kingdom made for rich loot; coupled with the payment made by the Cruski for the return of Ustula, the men of the region were pleased indeed with their wealth in currency, goods, and slaves (thralls). Mutual cooperation between the Schnai and Fruztii, and the Schnai and Cruskii as well, was at a high level, and the raids from the Hold of Stonefist at a very low level. CY 579 is likely to be particularly good for the Snow Barbarians, for with their northern neighbors looking elsewhere, and the Frost Barbarians busy with Ratik, the choicest areas for raiding will be left to the Schnai.

Frost Barbarians: The Fruztii sent raiding bands to sea with the Schnai, but due to careful urgings, numbers of mercenary troops also moved southward into Ratik and joined the Baron's troops there. These Fruztii returned with knowledge of organized warfare and good-quality arms and armor and formed the core of a new standing army organized by King Ralff II in 578. The four companies of foot and one troop of horse actively patrolled and brought most of the realm under order. Chief men and nobles not raiding were prevailed upon to contribute men to patrol their own territories, so that by the end of the year, the frequency of banditry and humanoid raiding bands had been reduced to an all-time low. Even the high country around the head of the Jenelrad River was peaceful, and its Jarl swore an oath of fealty to Ralff. Without actually declaring independence from Schnai overlordship, the King of Fruzti showed that he was again capable of fielding an army capable of either defending his territory or taking another's. The Schnai conveniently ignored the resurgence, probably hoping that the involvement in Ratik would again reduce the Frost Barbarians to vassal status.

CY 579 can be the year of the Fruztii if things go right. If an alliance to conquer Bone March is struck, the price to archbaron Lexnol will probably be the entire Timberway forest. If, instead, the Snow Barbarians choose to turn upon their allies, they might indeed take all of Ratik to the Loftwood. A nucleus of about 2,000 infantry and 500 light cavalry, with noble and chief contingents of about five times that number of foot, makes King Ralff a power to be reckoned with in the Thillorian area. It is also rumored that certain mountain dwarves have been won over to the king by large gifts of gems and gold taken from actions in the eastern end of the Griff Mountains. If this is actually so, then it is quite possible that Ralff has greater plans than are now evident.

Ratik: The newly proclaimed Archbaron of Ratik frantically organized his forces after the joint Ratiker-Fruztii foray into the Bluefang-Kelten Pass. The humanoids so soundly defeated in the campaign of 575 were again raiding over the border, and the gnomes of the Lofthills (west of Loftwood) were being continually besieged. Losses from the campaigns in Bone March and with the Frost Barbarians could be replaced by mercenaries and volunteers from foreign lands only.

The manpower pool of the Archbarony was totally dry in 577. Because of the relatively good relations between the Fruztii and Ratik, the woodsmen and elven warders of the Timberway were moved south to the Loftwood, and new recruits were formed into units of light troops called the Volunteer Borderers. Most were likewise stationed along the southern edge of Ratik, from the Loftwood through the hills and mountains of the Rakers' eastern thumb. Fortunately, Archbaron Lexol had ample funds for these undertakings, as the treasure taken from the campaigns of the previous two years was more than sufficient to support the army and equip new units. The standing army of 2,225 foot and 500 horse was augmented by four companies of borderers (900 men) and the cadre for four more such units. Levies and militia totalling about 4,000 were also equipped and put into training. Lastly, some 600 sylvan elves were enlisted for the Loftwood.

Missions sent to the gnomes and mountain dwarves brought back confirmation that both groups were quite willing to aid Ratik, although the dwarvenfolk refused to leave their mountain strongholds due to continual warfare going on at the time, for large bands of gnolls and like humanoids were attempting to move northward into the central Rakers. Therefore, only about 3,000 gnomes could be counted on to join forces with the Archbaron's army against an invasion from the south.

The usefulness of the new Volunteer Borderers was proved in the summer of 578 when one of this formation's patrols discovered that the orc tribe of the Vile Rune was indeed moving northward. In addition to 5,000 tribe members, the force had 2,000 goblins, 1,000 norkers and xvarts, and 1,000 hobgoblins, orgrillons, gnolls, and ogres. With this detest-

able agglomeration were nearly 2,000 bandits and brigands serving as mercenaries. Its forerunners were worg-mounted goblins, a handful of whom were slain to obtain the intelligence.

Thus alerted, the Marshal of the Archbarony laid a trap which the unsuspecting invaders blundered into. The humanoid horde moved north along the fringe of the Loftwood where it butts against the hills. At the northern terminus of the trees there awaited the full army of Ratik, its numbers made to appear three times greater by magical means. The gnomes held the western (hillside) flank, while the light forester troops and elves formed the other arm of the "U," well concealed in the dense timber.

The Battle of the Loftwood saw considerable magical competitions in addition to the standard hand-to-hand combat between the strongest fighters on the opposing forces. The real fighting was between the masses of troops, however, and this was fierce in the extreme. At one point, a score of foreign volunteers saved the day because their leader, Queg, a Fruztii, had prepared an extensive ambush with rocks, tree trunks, pits, and trees to set fire to. This action turned back 250 or more hobgoblins, killing or wounding half of them, so that the flank of the Archbaron's army couldn't be turned. Simultaneously, the gnomes on the left flank were nearly broken by a rush of gnolls, bandits, and goblins, and were saved only by the superb slinging of a flanking group of the Hillrunners and the innate tenacity of the gnomes themselves.

Finally, the scale was tipped by an attack on the right (of the orc horde) by the elves and foresters. The humanoid invading force broke and fled, and in the rout there was a great slaughter. Only about 1,000 orcs died in the battle, but fatalities among the other sorts of humanoids ranged from 50% to 75%.

Most of the bandits and brigand mercenaries were killed or captured. About 1,000 were willing to join the Archbaron's army, so that effective losses to that force, after lightly wounded soldiers returned to action, were less than 5%. Furthermore, the loot gained from the invaders was considerable, and the renown gained from the victory brought a stream of new mercenaries to Ratik. Best of all, Archbaron Lexnol was able to prove that the free town of Dekspoint (Z-17), long suspected of aiding the enemies of Ratik, was supplying various forces in Bone March. This evidence of active support of an enemy gives the Archbaron just cause to add the town to his holdings — provided he can capture the place quickly enough.

The coming year is likely to be crucial to the survival of the new Archbarony, and much of the fate of the state hinges upon whether or not the alliance with the Frost Barbarians remains firm. With a secure rear, Ratik can attack Bone March (probably the region around Johnsport) and greatly decrease the threat of further humanoid incursions into the realm. If that is accomplished, manpower will be less likely to be a concern, for volunteers will flock to a successful commander. Ratik most desperately needs an effective naval arm in the coming years, and the Fruztii alliance would facilitate this eventuation, providing the pact holds through the next two or three years.

Bone March: Three major groups vie for control of the whole of the Bone Mark. The most powerful group, until the Battle of the Loftwood, was the humanoid group under the orcs of the Vile Rune. Now paramount are the orcs of the Death Moon tribe. Both groups have considerable numbers of various sorts of humanoids serving them. Both are also led by half-orcs and assisted by evil humans The third power group is a force of ogres and gnolls based in the hills at the head of the Teesar Torrent. This force is commanded by ogre magi. Many independent bands contest any attempt at overlordship, and evil men now control many areas on the march, hoping to displace and enslave the humanoids and rule the whole region. The ogres were badly beaten in 575, and the Vile Rune orcs in 578. The Death Moon orcs are now moving out of the Blemu Hills into the vacuum left by the losses experienced by their rival tribe.

The action in the Mark has caused a great influx of both humanoids and evil humans, many traveling through the Gamboge Forest and the upper end of the Flinty Hills to reach Bone March. Humanoids and giants in the Rakers are also pressing eastward to aid in taking and looting more territory for this new "promised land." Knurl, an independent town under the control of evil humans, is said to be recruiting hobgoblins and any other willing humanoid types for a campaign to capture all the land between the Kaye River (west fork of the Teesar), the Flinty Hills, and the Adri Forest. The Herzog's patrols from North Province do not venture within 10 leagues of the Blemu Hills.

South Province: Herzog Chelor, third of that name to rule the once-greatest fief of Aerdy, scion of the House of Naelax-Selor, spent two years securing his base of power. In 577, Chelor sent troops from the Thelwood (at the head of the Thelly River) along the east bank of the Thelly. At the junction of the Grayflood, these soldiers crossed the Thelly and swept along the south bank, securing all of the land between the river and the Glorioles and Hestmark Highlands to the point where the Flanmi is joined by the Thelly. Despite leaving garrisons throughout the area, the force under General Reynard's command grew from 2,000 horse and 5,000 foot to 3,000 and 7,000 respectively. Vacillating petty nobles hastily bowed to the Herzog, abandoning the Censor and sending contingents with the Provincial army. Furthermore, recruiting, mercenaries, and irregulars (brigands and bandits) allowed the Herzog to place over 3,000 troops in garrisons and still field a growing and more effective force.

In CY 578, Chelor himself took the field, leading a host of 1,000 heavy cavalry, double that number of lighter horse, and some 4,000 mercenary infantry. This force massed around Zelradton, while the army under General Reynard moved westward once again, passed the Glorioles, and scourged the area between the Grayflood and Rieuwood.

The Iron League was now forced to guess which army would strike where. Would each move southward? Would one move across the northern Hollow Highlands to join the other? Could they aim at taking the Iron Hills and Hollow Highlands preparatory to a campaign against Idee next year?

Men of Sunndi harassed the flank of General Reynard's force from the safety of Rieuwood, but this was a mere annoyance, and late in the summer, the general led his force across the arm of the Hollow Highlands. The plan was to march the combined force south into Idee, not stopping until reaching the Azure Sea. This move would effectively sever half of Idee and all of Sunndi from Irongate, Onnwal, and aid from Nyrond and Almor. Herzog Chelor strengthened his force with several thousand humanoids, but this did not suffice; an army of 6,000 men, 3,000 gnomes, and 10,000 dwarves drove the surprised Herzog's troops into a defensive position to the north, where their superior cavalry made it impossible for the League's forces to overwhelm them. Thus, Reynard's troops arrived only in time to let the Herzog to achieve a cautious advance, at best.

Chelor instead opted to winter at Zelradton and draw in yet more forces. As of the spring of 579, the following roster of troops is expected:

Heavy cavalry: 3,000
Medium cavalry: 3,000
Light cavalry: 5,000
Regular infantry: 3,000
Mercenary infantry: 6,000
Levies & noble contingents: 15,000
Humanoids (various): 5,000 +

This force may well be sufficient to accomplish what none of the Herzog's ancestors could ever manage to do — regain Idee and spell the end of the Iron League, for the defenders cannot gather a force so large to oppose Chelor.

Sunndi: Other than the usual border actions against the would-be humanoid

invaders, CY 577 was a peaceful year for the County. When the Herzog began his campaign to bring the whole of South Province under his firm control, Count Hazendel alerted his liegemen in the Rieuwood and Glorioles-Hestmarks. When no attempt to invade Sunndi was made, it became obvious that Chelor was securing his own fief preparatory to some major undertaking. Thus, in 578 Count Hazendel was prepared for an invasion of his land, and a force of about 2,000 elves and woodsmen shadowed General Reynard's advance along the north edge of Rieuwood. Troubles with invasion from the Vast Swamp prevented the Sunndians from mounting a full-scale attack upon the Provincials, but plans were made to react to whatever moves the Herzog made, and these plans involved all members of the Iron League.

When the dwarven folk of the Iron Hills marched against Chelor, the Count of Sunndi dispatched a force to serve with his ally to the west. Some 1,000 light horse and 3,000 infantry joined the Ideesh above Naerie, with 3,000 gray elves reinforcing the unit. In addition, a regiment of dwarves, gnomes and halflings of the Hollow Highlands, over 3,000 strong, moved into the hills above Newkeep (a town of some 2,500 persons located at V2-149). These troops have effectively committed Count Hazendel to the defensive in his own realm, for only a small mobile force remains within Sunndi.

If the Censor of Medegia would choose this time to invade through the Hestmarks, the County would be hard pressed indeed to defend itself. No more than 500 cavalry and about 1,000 infantry remain. Sunndi militia numbering about 6,000 can be raised, and there are the foresters and several thousand elves of the Rieuwood. Likewise, the hillmen, gnomes, and dwarves dwelling in the Glorioles-Hestmarks constitute a formidable body of troops, but each force is needed to guard their respective border area.

Idee: Fedorik Eddri, Count of Idee, has developed the trade of his realm to a point where the populace, are prosperous and happy. Perhaps more revenues should have been expended in fortification, however, for the line of strongholds along the northern border of Idee are not fully manned and not in perfect repair.

The action to the east in 577 lulled Count Fedorik into a sense of safety, and it wasn't until the next year, when Herzog Chelor took the field, that Idee was called upon to ready itself for full-scale warfare. Veterans were recalled to bring the standing army up to full strength, and the militia was also called up — mostly to man and repair border posts. When the Provincials began to advance southward, it was the Dwarfking Holgi Hirsute who took to the field with his troops, for Fedorik was able to send only 6,000 men against the invaders. King Holgi chased the Provincials back, but a rift developed between the Count and the Dwarfking.

At the close of CY 578, the army of Count Fedorik was composed as follows:

1,000 heavy horse
2,000 medium horse
1,000 light horse (mercenary)
3,000 regular infantry
2,000 mercenary infantry
5,000 levied infantry (60% hillmen)

It is expected that only about 2,000 dwarves —and possibly half that number of gnomes — will join the Count, since King Holgi has refused to leave the Iron Hills. Fedorik refuses to retract his statement that the Dwarfking's long beard caused the dwarven contingent to move so slowly against Herzog Chelor, for the Count's own troops were mauled when the dwarves were late in arriving during the pursuit of the retreating Provincials. There is no question but what the defending army of the Iron League will be badly outnumbered due to the rupture, but the Iron Hills are still relatively secure against invasion even though Holgi Hirsute stands separately from the allies.

Irongate: For all intents and purposes, the Free City of Irongate is a confederate of Onnwal, with or without the considerations of the Iron League. Cobb Darg, Lord High Mayor, is an able and intelligent statesman. While his economic ties with agrarian Onnwal are as close as can be, the Mayor carefully nurtures Irongate's relationships with all members of the Iron League, the Dwarfking of the Iron Hills, and the courts of Chathold and Rel Mord.

Cobb Darg observed the events of the preceding two years with considerable interest and great concern. When Herzog Chelor took the field, Irongate called up its companies of (pole-armed) infantry and alerted the general militia of the city to be ready to stand to arms. The majority of Irongate's light infantry border guards were sent to discover what the Provincials' movements were, and 1,000 of these troops actually assisted Holgi's army when it defeated the Herzog's force in 578. When the Provincial armies joined, the 1,000 armored crossbowmen of Irongate were sent by ship to Idee. The Free City's forces now stand as follows:

200 light cavalry (scouts)
1,000 regular infantry (marines)
2,000 levied infantry (at ready)
2,000 light infantry (borderers and hillmen)

These troops can effectively defend Irongate, and some 5,000 are available to aid the demi-humans of the Iron Hills, should the need arise and no direct threat to the Free City is being posed. Although no more than 8,000 — 10,000 dwarves and 2,000 — 3,000 gnomes are available to defend Holgi's realm, the addition of the Irongate contingent is hoped to make the prospect of contending with such a force in the rough hill country unpalatable to the Provincials. At the same time, Cobb Darg is using all of his efforts to heal the breach between Idee and Holgi Hirsute, for a united front will certainly be more able to withstand the expected onslaught.

Onnwal: Several naval actions were fought in 577 between Onnwalish ships and Provincial ones. These battles took place in both Relmor Bay, where the Herzog wishes to close off trade between Nyrond-Almor and the Iron League, and in the Sea of Gearnat. No decisive engagement occurred, however.

Coupled with the usual freebooting and piratical activities common to the waters around and the waters frequented by the shipping of Onnwal, Count Elverd (of the House of Destran) had no easy time. CY 578 was better, with victories over the Pirate Blidg Fanger fought near Blue (Pomarj) with a huge amount of loot captured, and then a squadron action off Norland Point when raiding ships from Ahlissa were caught in Dunhead Bay (between Onnwal and South Province) by four warships. The latter brought considerable irritation to Herzog Chelor, for Onnwalish vessels then began raiding in Relmor Bay and along the coast of Ahlissa from Prymp to Galdol below the Tusk (ES-159 and F3-160 respectively). This caused the Provincials to withhold several thousand troops from the army being mustered at Zelradton.

A council of men and demi-humans was held at Killdeer (H3-158) in the autumn of CY 578. It was decided there that the dwarves and gnomes of The Headlands would help in the defense of Irongate if need be, but otherwise they would not become involved in human affairs.

The Free City, however, was indeed grateful for the promise of such aid, for nearly 1,600 gnomes and over 2,000 dwarves of excellent fighting skills helped assure Irongate's ability to withstand attack.

Szek Elverd and his peers decided to reinforce the marine contingents about Onnwalish war vessels and to increase the size of both the regular army and the militia. From a strength of 1,600, the regular army was brought up to 2,400 men and 600 sergeants and officers. The militia now trains all able-bodied men between the ages of 15 and 45. There are about 4,000 now in training. One-third of the standing army, all light infantry, are to be sent eastward in the spring of 579, either stopping at Irongate, or moving on to aid Idee if the Free City is not being threatened.

Cantrips: Minor magics for would-be wizards

by Gary Gygax

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Elsewhere in this magazine is a new column. That, Gentle Reader, is where news of the WORLD OF GREYHAWK™ Fantasy Setting, as well as material for new adventures therein, will be aired. This separation is made to avoid any confusion. Herein will be found material for adventures in any ADVANCED D&D® campaign, and occasionally DUNGEONS & DRAGONS® material too. The new column will adhere strictly to the Greyhawk campaign and what goes on there. So if you are bent on immediate news from the Flanaess, please look elsewhere. What follows is strictly in the AD&D™ gaming realm.

This is not to say that no further word from me will be read in the columns pertaining to Greyhawk, for I am still laboring on the updating — as well as on (don't faint) T2 and a pair of other modules, "The Forgotten Temple of Tharizdun" (a scenario connected to S4) and "Wasp Nest — The City State of Stoink." More or less concurrently, I am attempting to plug away at two new volumes for AD&D™ gaming. The next book of monsters will be the one to be released last (1984 possibly).

With plenty of labor and even more luck there will be an ADVANCED DUNGEONS & DRAGONS® expansion volume next year. It will be for both players and DMs, with several new character classes, new weapons, scores of new spells, new magic items, etc. What will follow here in the next few issues is a sampling of the material slated for inclusion in the expansion.

I have often wondered why no player or DM has asked me about what apprentice magic-users actually do. The very thought always conjures up visions of Mickey Mouse having troubles with brooms marching endlessly with buckets of water — Walt Disney really outdid himself when he made Fantasia! That aside, I have always reasoned that apprentice dweomercrafters had to fulfill the dual role of menial and student, performing chores all day and then studying late into the night. After a certain point, an apprentice would begin to acquire sufficient magical acumen to employ minor magics— mainly to lighten his burden of drudgery but also to create some amusement at times. The petty spells gained by an apprentice magic-user are *cantrips.*

Previously, the acquisition of first-level spell ability subsumed that lesser magics would be ignored by the fledging magic-user. The stuff of base servitude and inferior status would be cast aside for the heady power of actual spells! However, as I worked on the list of cantrips which might be possible to apprentices, I was struck by the real usefulness of many of them. Why not allow the magic-user the option of retaining cantrips? Would it unbalance play if a number of cantrips could be substituted for a single first-level spell? A few days of additional work detailing the powers of cantrips and determining their possible effects gave the answer: Not only did the addition not adversely affect the game, the inclusion of cantrips made the play of low-level magic-users very much more interesting and challenging! The following regarding cantrips is from my AD&D™ expansion manuscript.

CANTRIPS

Cantrips are merely 0-level magic-user spells, the spells learned and used by apprentices during their long, rigorous, and tedious training for the craft of magic-use. Most *cantrips* are simple little spells of no great effect, so when the individual becomes a journeyman (1st-level) magic-user, the knowledge and information pertaining to these small magics are discarded in favor of the more powerful spells then available. However, a magic-user may opt to remember up to four cantrips in place of one 1st-level spell. This assumes that the magic-user has, in fact, retained his or her book of *cantrips* — a tome as large as a good-sized book of higher-level spells.

The number and types of *cantrips* known and recorded is determined by random use of the tables given below. The exception is the table of *useful cantrips* — those which were employed to make apprenticeship less wearisome. An apprentice will have one *useful cantrip* for each point of intelligence, and is allowed free choice from the list of 20 offered.

All *cantrips* are 0 level, have a 1" range, a generally small area of effect, require only soft, simple verbal and somatic components, and are cast in a very short (1/10th to 1/2 segment) time. Only those which involve living creatures afford any saving throw. The common *cantrips* are:

No.	Useful Cantrips	Reversed (2-8)	Legerdemain (2-5)
1	Chill	Curdle	Change
2	Clean	Dirty	Distract
3	Color	Dusty	Hide
4	Dampen	Hairy	Mute
5	Dry	Knot	Palm
6	Dust	Ravel	Present
7	Exterminate	Sour	
8	Flavor	Spill	
9	Freshen	Tangle	
10	Gather	Tarnish	
11	Polish	Untie	
12	Salt	Wilt	
13	Shine		
14	Spice		
15	Sprout		
16	Stitch		
17	Sweeten		
18	Tie		
19	Warm		
20	Wrap		

No.	Person (2-8)	Personal (2-8)	Haunting (2-5)
1	Belch	Bee	Creak
2	Blink	Bluelight	Footfall
3	Cough	Bug	Groan
4	Giggle	Firefinger	Moan
5	Nod	Gnats	Rattle
6	Scratch	Mouse	Tap
7	Sneeze	Smokepuff	Thump
8	Twitch	Spider	Whistle
9	Wink	Tweek	
10	Yawn	Unlock	

CANTRIP EXPLANATIONS

Useful Cantrips

Chill (Evocation)
A of E: *1' cube*
CT: ½ *segment*

A cantrip of this nature allows the caster to cause liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. If the subject is living matter, the cantrip will be only half as effective and will not lower temperature more than 10° below normal for that creature. Verbal component is a soft whistling, somatic is a downward-thrust thumb.

Clean *(Abjuration)*
A of E: *4 sq. yds.*
CT: ½ *segment*

This cantrip removes heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low outrush of air, somatic is a circular hand motion.

Color *(Evocation)*
A of E: *1 cubic yd.*
CT: ½ *segment*

This brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion.

Dampen *(Evocation)*
A of E: *1 cubic yd.*
CT: ½ *segment*

When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

Dry *(Abjuration)*
A of E: *1 cubic yd.*
CT: ½ *segment*

The cantrip removes dampness and escess moisture from materials within the subject areas. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the *dampen* cantrip, and the somatic is a two-handed wringing motion.

Dust *(Abjuration)*
A of E: *10' r.*
CT: ½ *segment*

This removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, etc. Material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

Exterminate *(Abjuration)*
A of E: *One very small creature*
CT: *1/10 segment*

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoors and outdoor applications. If the subject is very small, an area of up to ½ cubic foot can be rid of pests. The somatic gesture is a pointed finger, while the caster verbalizes a low "zzzt" sound.

Flavor *(Enchantment)*
A of E: *1 object*
CT: ½ *segment*

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, much can be made to taste as if it were lobster bisque, but the dweomer will not actually affect the quality or wholesomeness of the subject. Spoiled food remains spoiled; a poisoned drink would still be deadly. The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

Freshen *(Enchantment)*
A of E: *1 object*
CT: ½ *segment*

By means of this cantrip the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. Verbal component is an "mmmmmm" sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

Gather *(Alteration)*
A of E: *1 sq. yd.*
CT: *1/6 segment*

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would

bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

Polish *(Alteration)*
A of E: *1 object*
CT: ½ *segment*

When this cantrip is employed, the caster, magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturaily, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

Salt *(Evocation)*
A of E: *1 object*
CT: 1/6 *segment*

This causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be a reasonable size — up to perhaps 4 square yards in area or about 30 gal. liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Verbal component is a labial smacking, while the hand makes a sprinkling motion.

Shine *(Alteration)*
A of E: *1 object*
CT: ½ *segment*

Similar to the *polish* cantrip above, this magic allows the caster to remove tarnish, rust, corrosion, and like substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and even its gems better (+1 on die rolls). A single object up to about 1 cubic yard in volume can be treated by this cantrip. Verbal and somatic components are similar to *polish.*

Spice (Evocation)
A of E: *1 object*
CT: ½ *segment*

Unlike the flavor cantrip, this magic actually brings a particular spice to the object food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs like bay leaf, garlic, parsley, etc. can likewise be evoked by this. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed while the hand makes a crumbling and sprinkling motion.

Sprout *(Alteration)*
A of E: *1 cubic yd.*
CT: ½ *segment*

By means of this cantrip the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon casting, the cantrip will cause seeds to shoot forth tiny sprouts, buds to flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

Stitch *(Alteration)*
A of E: *Special*
CT: ½ *segment*

This cantrip magically sews seams in cloth or leather. It will make new ones or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

Sweeten *(Evocation)*
A of E: *1 object*
CT: ½ *segment*

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

Tie *(Alteration)*
A of E: *1 object*
CT: ½ *segment*

By means of this cantrip the caster can magically cause the object — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object. within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever the caster desires. The caster verbalizes the knot name desired while holding up three fingers.

Warm *(Evocation)*
A of E: *1' cube*
CT: ½ *segment*

This cantrip is the same as *chill, except* that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an "aah" sound while the hands are rubbed briskly together.

Wrap *(Alteration)*
A of E: *1 cubic yd.*
CT: ½ *segment*

When a wrap cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be opened normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

Reversed Cantrips

Curdle *(Enchantment)*
A of E: *1 object*
CT: *1/6 segment*

This cantrip is broader in effect than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting. It has a permanent effect on the object. It is otherwise similar to *freshen.* The caster verbalizes a retching sound while pointing the thumb downward.

Dirty (Evocation)
A of E: 4 *sq. yds.*
CT: *1/6 segment*

The opposite of *clean* cantrip, this lets casters soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while shuffling and stamping the feet.

Dusty *(Evocation)*
A of E: *10' r.*
CT: *1/6 segment*

By means of this cantrip the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. Verbal component is a low humming, while the hands make shaking motions.

Hairy *(Alteration)*
A of E: *1 object*
CT: *1/10 segment*

While this cantrip is not actually one of the standard "useful" ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hair-like growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but as the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal.

Knot *(Alteration)*
A of E: *1 object*
CT: ½ *segment*

This cantrip is a permutation of the *tie.* It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot,* to undo. It works even on material already affected by a *tie* spell. The caster verbalizes a low "zizzing" sound while moving the arm forward with strong wrist motion.

Ravel *(Alteration)*
A of E: *Special*
CT: *1/10 segment*

This cantrip is the reverse of a *stitch.* It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work, except in the case where the subject is otherwise magical, i.e. a *bag of holding,* a *cloak of protection, boots of elvenkind,* etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

Sour *(Evocation)*
A of E: *1 object*
CT: ½ *segment*

When this cantrip is employed, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject.

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This can be an empty container in which such liquid is desired. The caster purses the lips and makes a whooshing sound while clenching the hand.

Spill *(Alteration)*
A of E: *1 container*
CT: 1/6 *segment*

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and as it is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, providing the container is not securely closed or capped. The caster verbalizes an "oh-oh" sound while making an abrupt hand motion.

Tangle *(Alteration)*
A of E: *1 object*
CT: 1/6 *segment*

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

Tarnish *(Alteration)*
A of E: *1 object*
CT: ½ *segment*

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

Untie *(Alteration)*
A of E: *1 object*
CT: *1/3 segment*

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. Somatic and verbal components vary according to desired result. In general, a popping sound is made while the hands are pulled apart — either as if a knot were being untied or a cord snapped.

Wilt *(Enchantment)*
A of E: *1 object*
CT: ½ *segment*

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy) or a bunch of cut flowers sag and droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Sorry, Gentle Readers, but that's all there is room for in this issue. Next month we will pick up where we left off and finish all of the explanations, as well as give a brief note on casting cantrips. Until then....

'Advanced Illusion and Philosopher's Stone

by Gary Gygax

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It seems that TSR gets the cart in advance of the horse fairly often. Thanks to the kind offices of DRAGON™ Magazine, we don't have to keep everyone in suspense for months because of premature actions. I refer specifically to the mention of an illusionist spell, *advanced illusion,* in the FIEND FOLIO™ Cyclopedia and to the mention of the magic item, *philosopher's stone.* Here is the information you need to handle both items. Just to keep our Gentle Readers well informed, they will eventually appear in a tome of material expanding ADVANCED DUNGEONS & DRAGONS™ games that should be ready in 1983.

Advanced Illusion (Illusion/Phantasm)

Level: 5
Range: 6" +1"/level
Duration: *1 round/level*
Area of Effect: 4 sq." +1 sq."/level
Components: V, S, *M*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: This spell is essentially a *spectra/ forces* spell that operates through a program (similar to a *programmed illusion* spell) the caster determines. Thus, the illusionist must concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audial, olfactory, and thermal components. If any viewer actively disbelieves the dweomer, he, she, or it gains a saving throw versus magic. If any viewer successfully disbelieves, and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus magic with a +4 bonus. The material components for this spell are a bit of fleece and several grains of sand.

Philosopher's Stone: This rare and magical object appears to be an ordinary, rather blackish and sooty piece of rock. It radiates a faint dweomer. If broken open, a geode-like cavity will be discovered. The interior of this cavity is lined with a quicksilver that enables the transmutation of the base metals iron and lead into silver and gold. Either an alchemist or a magic-user will be required to effect such transmutation, however. From 50 to 500 pounds of iron can be made into silver, or from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone.* Better still, two additional substances are possible within such a stone. The first is a greenish, crystalline salt which will allow the manufacture of from 1 to 4 *potions of longevity* and has a 75% probability of occurring within the stone. The second is a pure white powder which, when mixed with a *potion of longevity,* can actually restore life to a dead human (or even a demi-human) if administered internally within one week of his or her demise. (Cf. *raise dead* spell.) There is a 25% chance the white powder is present.

X.P. Value: 1,000

G.P. Sale Value: 10,000 (payable only for an unopened stone)

More cantrips: Mini-spells for apprentice magic-users

by Gary Gygax

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Because there are many explanations needed to complete the section on cantrips for magic-users, the Good Reader will be pleased to discover that this introduction is short! For those of you who failed to acquire last month's issue, I suggest you drop this one and get busy finding a copy of the initial part of this series —you've already missed a crucial portion of a whole new dimension of fun for magic-users, the O-level spell, or *cantrip.* Moving right along, here are the details of the balance of the cantrips listed last time:

LEGERDEMAIN CANTRIPS

Change *(Alteration)*
A of E: *1 object*
CT: *1/10 segment*

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., a dead to live object 'is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. Saving throw does not apply as long as small, animal-intelligence, nonmagical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Distract *(Enchantment)*
A of E: *Special*
CT: *1/3 segment*

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a place a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1+1 hit dice *and* an intelligence of greater than low rating. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

Hide *(Illusion)*
A of E: *1 object*
CT: *1/10 segment*

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a dweomer over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The dweomer will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in size. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, duration is 1 round. At over 20 cubic yards of volume, duration is reduced to a number of segments equal to -1 per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily seem to disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

Mute *(Alteration)*
A of E: *1 object*
CT: *1/10 segment*

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. It applies to glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere; etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. The duration of the *mute* is but 1 round. if another

individual actually touches the object affected, the dweomer of the cantrip might be affected: The individual touching it makes a saving throw versus magic, and if it succeeds the cantrip is dispelled. Verbal and somatic components are similar to a *change* cantrip.

Palm *(Illusion)*
A of E: *1 small object*
CT: 1/10 *segment*

This cantrip enables the caster to secret a small object in his or her hand without seeming to do so. The dweomer creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

Present *(Alteration)*
A of E: *1 small object*
CT: *1/6 segment*

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus magic applies to the individual, unless the object or objects are in plain sight.

PERSON-AFFECTING CANTRIPS

Belch *(Evocation)*
A of E: *1 person*
CT: *1/10 segment*

When this cantrip is cast the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping sound is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. Verbal component is an almost inaudible belch while the caster's hand presses his or her diaphragm.

Blink *(Evocation)*
A of E: *1 person*
CT: *1/10 segment*

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken word (such as *"hatcha-cha")* while the fingers snap.

Cough *(Evocation)*
A of E: *1 person*
CT: *1/3 segment*

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failure indicates a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

Giggle *(Charm)*
A of E: *1 person*
CT: *1/3 segment*

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds, If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") while one finger is moved back and forth rapidly.

Nod *(Evocation)*
A of E: *1 person*
CT: *1/10 segment*

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

Scratch *(Evocation)*
A of E: *1 creature*
CT: *1/6 segment*

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.) while the area of the itch is pointed to.

Sneeze *(Evocation)*
A of E: *1 creature*
CT: *1/2 segment*

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus magic, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

Twitch *(Evocation)*
A of E: *1 creature*
CT: *1/3 segment*

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch wilt be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

Wink *(Enchantment)*
A of E: *1 person*
CT: *1/10 segment*

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as "23 skidoo") white making an imperceptible winking of his or her eye.

Yawn *(Evocation)*
A of E: *1 creature*
CT: *1/6 segment*

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus magic succeeds, the subject creature is totally unaffected by the dweomer of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to asleep spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the succeeding round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4+1 to 4+4 hit dice are involved, there is then a chance that 2 will actually be affected by *sleep.* Even a creature of up to 5+2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is diced for as if the creature had 4+1 to 4+4 hit dice; i.e., there is a 50% chance it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.

PERSONAL CANTRIPS OF THE APPRENTICE

Bee *(Summoning)*
A of E: *1* bee
CT: *1/2 segment*

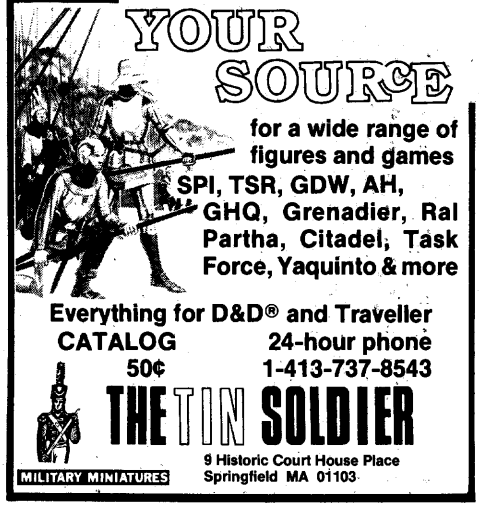
When this cantrip is employed, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1" distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal. component is a low buzzing sound while the caster's forefinger moves through flight-like passes.

Bluelight *(Conjuration)*
A of E: *¼'*
CT: *½ segment*

This cantrip enables the caster to conjure a small sphere of glowing blue, radiance. The light has an eerie effect when seen from a distance, but it only illuminates an area in a 5' radius. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words "blue" and "light" in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

Bug *(Summoning)*
A of E: *1 bug*
CT: *½ segment*

A variation of the *bee* cantrip; the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the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caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1" distant from him or her).

Firefinger *(Alteration)*
A of E: *½'*
CT: *1/3 segment*

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. The caster speaks a word of power over elemental fire *(ronson, zip-po,* or the much revered word, *dun-hill),* extends the forefinger, and makes a downward or sideways motion with the thumb.

Gnats *(Summoning)*
A of E: *1 cubic foot*
CT: *½ segment*

A cantrip of this nature is similar to the bee and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature, and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound while the caster points a digit at the area in which the gnat cloud is to appear.

Mouse *(Summoning)*
A of E: *1 mouse*
CT: *1/2 segment*

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1" from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food item desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

Smokepuff *(Evocation)*
A of E: *1' diam. cloud*
CT: *1/3 segment*

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1" distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

Spider *(Summoning)*
A of E: *1 small spider*
CT: *½ segment*

This cantrip, much as does a bee or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1" distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (blackwidow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate biting attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates only 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word "arachnid" while spreading his or her fingers and wiggling them.

Tweak *(Conjuration)*
A of E: *1 creature*
CT: *1/3 segment*

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1" radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus magic (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence rolled on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a l-segment distraction. The caster speaks a magic phrase (such as "kitchy-kitchy-coo") while making a pinching and pulling motion with thumb and forefinger.

Unlock *(Conjuration)*
A of E: *1 lock*
CT: *½ segment*

This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to

Next issue: Cantrips for illusionists

this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (tic-tack-doublelock, yah-el, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

HAUNTING-SOUND CANTRIPS

Creak *(Evocation)*
A of E: *Special*
CT: *1/6 segment*

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

Footfall *(Illusion)*
A of E: *Special*
CT: *1/6 segment*

When this cantrip is employed, the caster creates the audial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

Groan *(Illusion)*
A of E: *Special*
CT: *1/6 segment*

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus magic, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. Note that a container or door will not hamper the range of the cantrip, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

Moan *(Illusion)*
A of E: *Special*
CT: *1/10 segment*

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. Verbalization of the desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

Rattle *(Illusion)*
A of E: *Special*
CT: *1/10 segment*

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance are the same as for a *groan* cantrip. The sound will last for up

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to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus magic to determine if they hear the illusionary sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

Tap *(Evocation)*
A of E: *1 sq. foot*
CT: *1/6 segment*

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice according to the number of fingers extended by the caster. It is an actual sound, and creatures within 1" of the noise will certainly hear it if their sensory organs permit. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

Thump *(Illusion)*
A of E: *Special*
CT: *1/10 segment*

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of afoot or two. A successful saving throw versus magic nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swallows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

Whistle *(Evocation)*
A of E: *Special*
CT: *1/6 segment*

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner generally similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

THE CASTING OF CANTRIPS

Cantrips are basically cast the same way that spells are cast. Note that despite their simple components and short casting times, only *two* cantrips can be cast during any round by a single magic-user or apprentice. Furthermore, the segment of the round in which the cantrip is cast is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the magic-user must roll a four-sided die to determine how many segments later he or she will be able to cast the second cantrip (if so desired). It is not possible for a magic-user to cast both a spell and a cantrip during the same round, no matter how short the casting times.

And now that you have finished with cantrips for magic-users, get ready for next month, when cantrips for illusionists will be featured. Until then....

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Now you see them:

Cantrips for the aspiring illusionist

by Gary Gygax

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By this time I assume that most of you Gentle Readers who were devoted to AD&D™ gaming sufficiently to labor through the last two columns will have begun employing cantrips in your respective campaigns. If the results are like that experienced in my own Greyhawk campaign, there will have been considerable zest added, for low-level magic-users are now more than one-shot lurkers in the nethermost regions of the party, and an initial attack spell roll with questionable punch no longer need spell trouble for the Prestidigitator, since four of the best cantrips can be substituted for the first-level bummer! It is also "pure" AD&D gaming, too, for the cantrips and rules for their employment will become part of the system much as they appeared here within a year or two. Meanwhile, Faithful Reader, you now have the edge on all those imprudent enough not to acquire DRAGON™ Magazine on a regular basis.

With magic-users seen to, it is time to take up the cause of their more specialized cousins, illusionists This sub-class is not too popular in most campaigns, but that will change somewhat when the game system expansion is published. That volume will have many new and highly useful spells for illusionists. Meanwhile, you will find that adding cantrips to their repertoire now makes the playing of illusionist characters immediately more desirable. The cantrips for the sub-class are basically the same as those for magic-users of the standard sort. The main differences are that illusionists generally have fewer of them, and they have an entire additional type of cantrip not known to magic-users.

Illusionists learn many of the same cantrips as do apprentice magic-users, as indicated on the table below. They have, in addition, certain of their own petty magics which they might have learned. These special cantrips are likewise enumerated below. Otherwise, all properties pertaining to magic-user cantrips apply to those employed by illusionists.

Useful Cantrips: *As magic-users, -3*
Reversed: 2-5
Legerdemain: 3-6 *(d4 +2)*
Person: 2-5
Personal: 2-5
Haunting: 5-8

Special illusionist cantrips

No.	Minor Illusion (5-8)
1	Colored Light
2	Dim
3	Haze
4	Mask
5	Mirage
6	Noise
7	Rainbow
8	Two-D'lusion

Explanations and descriptions

Colored Lights *(Alteration)*
A of E: *Special*
CT: ½ *segment*

When this cantrip is employed, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of radiance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates upon the *colored lights,* the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. The caster must speak the color and number of globes desired, then speak a magic word *(noma, mazda,* etc.), while directing the globes with one or more fingers.

Dim *(Alteration)*
A of E: *Special*
CT: ½ *segment*

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, about 6 torches, a medium-sized fire, (such as in a fireplace or a campfire), 72 candles, or even a *light* or *continual light* spell can be affected.

The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles, candles will but glow dimly, a fire will become torch-like in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *Bee Row Nout* or *Rhee-Oh Stat)* and make a downward motion with one hand to effectuate the cantrip.

Haze *(Alteration)*
A of E: *1" cube*
CT: ½ *segment*

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze.* The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

Mask *(Illusion)*
A of E: *1 person*
CT: *1/6 segment*

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage *(Illusion)*
A of E: *2 sq."*
CT: ½ *segment*

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusionary scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld.

A saving throw vs. magic is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic.* The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.

Noise *(Illusion)*
A of E: 1"
CT: *1l6 segment*

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each is entitled to a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow *(Alteration)*
A of E: *Special*
CT: *1/3 segment*

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and

Coming next month

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turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow.* If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save vs. magic will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power *(garland, pegee-lee,* etc.) while the fingers of both hands form a pyramid shape.

Two-D'lusion
(illusion)
A of E: *4 sq."*
CT: *1/6 segment*

This cantrip is virtually the same as a *phantasmal forces* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer observes it from an angle of more than about 45° from its horizontal or vertical viewing axis, the nature of the illusion will become immediately apparent. It is dispelled by touch or magic *(dispel illusion* or *dispel magic).* The illusion is invisible from the side or the rear. It lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

Other cantrips

It is possible that an apprentice will have developed other cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

Reading and recording cantrips

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

Well, Good Folk, that completes the whole of known information on the subject of cantrips. (During the course of the next year or so, more could be added, or some minor changes might occur, because the AD&D® game system is vital, but any alterations will be immaterial to your use of cantrips in campaigns in the interim.)

This brings us to the subject of the next few issues.

It seems as if I have ignored clerics, and druids too, but this is obviously not the case. Neither profession can have cantrips, of course, but they *can* have new spells! Len Lakofka has been kind enough to contribute his offices on the matter of new spells for both clerics and druids. Len sent me a thick sheaf of manuscript some months past, asking that I pass upon them, amend or otherwise revise where necessary, and then submit them for publication if I approved. Having myself undertaken to expand the list of available spells for these classes, Len's contribution was most welcome. With his permission, I have done the alteration and revision necessary. *(Editor's note: The first group of those contributions to be seen by readers was the new cleric spells presented in issue #58 of DRAGON Magazine.)*

Soon will begin a long series of columns under this heading which will detail the current list of additions to the spell lists for clerics, druids, magic-users, and illusionists. If this sort of material is meat and drink to you, I urge that you be certain not to miss any of the next several issues of DRAGON Magazine, for there are over 100 spells coming! Until then....

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Everything you never knew about spell books

by Gary Gygax

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All information regarding spell books in AD&D™ gaming is currently inferred. This was not, Gentle Reader, by design. Simply put, I overlooked it in the morass of getting three volumes put together. In order to rectify that oversight, the following rules are offered. When the ADVANCED DUNGEONS & DRAGONS® Expansion volume is completed (please don't ask me when!), the same rules will be included therein, although some minor changes are probable. In any event, stalwart readers of DRAGON™ Magazine are again getting the straight goods first!

SPELL BOOKS

When a magic-user completes his or her apprenticeship, it is assumed that he or she has one, or possibly two, spell books. A *Book of First Level Spells* will certainly be possessed, and there might be a *Book of Cantrips* as well. The latter depends upon the options of both the DM and the concerned player. The following applies to all spell books.

Types of spell books

There are two different kinds of spell books:

1. Standard spell books, each of which contains up to 36 cantrips, 24 spells of under 4th level, 16 spells of under 7th level, or 8 spells of 7th, 8th and/or 9th level.
2. Travelling spell books, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book: 9 cantrips; 6 spells of 1st 2nd, and/or 3rd level; 4 spells of 4th, 5th, and/or 6th level; or 2 spells of 7th, 8th, and/or 9th level.

Cost of spell books

A *standard spell book* costs 1,000 gold pieces for materials plus 100 additional gold pieces per spell level for each spell contained therein.

The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him or her. Books which are prepared later in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by a M-U's master, but must be composed by the M-U in question as part of his or her training when the spell caster is trying to rise to the next experience level. This composition will take from 4-7 weeks for each new *standard* book; the book is composed during and after the time when other training exercises are taking place.

The same costs/prices apply when such a book is being manufactured and composed: Any *standard spell book* requires a 1,000 gold piece investment for materials plus 100 gold pieces per level for each spell entered within the book, payable when a magic-user adds a new spell to his or her repertoire. (Entering a first level spell costs 100 gp, a second level spell costs 200 gp, etc.)

A *travelling spell book* costs 500 gold pieces for materials. The cost of each spell contained within such a book in the same as the cost for entering a spell in a *standard* book. All *travelling spell books* must be fabricated by the magic-user, or otherwise discovered as treasure by the magic-user or his or her associates. A player character cannot automatically possess one at the beginning of his or her career.

Physical aspects of *standard* books

A *standard spell book* is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12 x 12 x 6 inches or larger than 18 x 12 x 9 inches is recommended.) The weight of a *standard* book is 150 gold pieces (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three times its weight (450 gp or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a *standard* book is typically heavy leather — dragon hide, gorgon hide, etc. — inlaid with metal so as to provide both extra security and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a *standard spell book* has a saving throw equal to that of "leather or book," with +2 to dice rolls made to save against *acid, fireball, disintegration,* and *lightning* attacks.

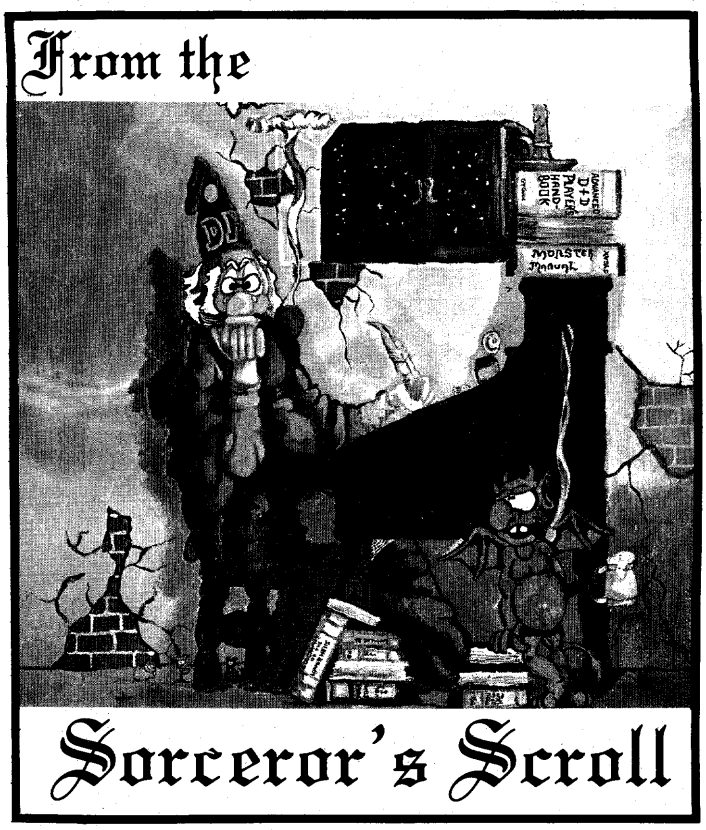
Physical aspects of *travelling* books

A *travelling spell book* is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9 x 9 x 1 is likewise a good working size. The weight of such a book is approximately 30 gold pieces, and encumbrance roughly 60 gp. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a *travelling spell book* is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to care for the book when in use.

Notwithstanding any special protections placed thereon, a *travelling spell book* has a saving throw equal to that of "leather or book," with no bonuses (like a *standard* book has) against certain forms of attack.

Next issue: The Barbarian class



Value of spell books

A *standard spell book* has an Experience Point Value of 1,000 points per spell level contained therein (considering cantrips as first level spells for this purpose), and a Gold Piece Sale Value of 200 gp per spell level (but only 150 gold pieces for each cantrip, if the book is of that sort).

A *travelling spell book* has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as first level spells), and a Gold Piece Sale Value of 1,000 gp per spell level (applies to all spells, including cantrips).

As with any other magical items, spell books must either be sold immediately or else the X.P. value taken. This holds true regardless of whether or not any tome is eventually sold. Thus, a spell book cannot be kept while a particular spell or spells are transcribed, and then the work be sold for G.P. Sale Value and the proceeds taken toward experience points.

Casting spells directly from books

In *extremis* the DM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The book must be of appropriate sort so that the spell matches the profession of the caster, i.e. magic-user spell, magic-user spell book. The caster must have read the particular spell. The caster must be able to *know* and use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells!)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A *Permanency* spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature.

These strictures apply whether a spell caster is using his or her personal book or the book of another. *Read Magic* is required to read another mage's spell book, and a magic-user can learn a spell by reading it in another's book. This learning process requires 2-8 hours of study per spell level, after which time the spell is learned and thereby immediately usable by the M-U doing the studying.

Illusionist spell books

Illusionist spell books are the same as those of regular magic-users, with the following exceptions:

1. *Standard spell books* contain 24 first or second level spells, 16 third or fourth level spells, or 8 spells of fifth, sixth, and/or seventh level. If first level magic-user spells are known and used by the illusionist, he or she must have a new spell book for such spells; this tome is essentially a *standard* work for first level containing up to 24 spells.
2. *Travelling spell books* hold 6 spells of first or second level, 4 spells or third or fourth level, or but 2 spells of fifth, sixth, and/or seventh level.

Starting spells for an illusionist player-character are determined according to the preference of the player (subject to the usual "chance to know" roll based on intelligence). For additional security, illusionists may opt to do their spell books using *Illusionary Script,* which would only be recognizable as such by another illusionist. A magic-user may not learn a spell from an illusionist spell book (and vice versa) even if the illusionist spell in question is the same in name (and perhaps other respects) as a magic-user spell. The magical forces released by the casting of "namesake" spells are similar to one another, but the way in which that magic is triggered differs from class to class.

Except as noted above, treat illusionist spell books as magic-user spell books.

Cost of magic-user/illusionist spell casting

While the cost of having a cleric cast needed spells is reasonably well detailed in the Dungeon Masters Guide, the cost of magic-user or illusionist spell casting was neglected. Rather than give an extensive list of spell costs, the following set of guidelines will enable the DM to determine a "reasonable" fee for any spell.

Basic costs: A willing magic-user or illusionist will typically work for a fee of 200 gold pieces per spell level. Double the material component(s), or material components of at least such value as substitutions, is also considered to be a part of the basic fee.

Additional costs: Failure to furnish the material component(s) of a spell which has ordinary sort will incur a surcharge of 10% or three times the value of the component(s), whichever is greater. Any extraordinary component(s) bring a 100% surcharge or three times such value, whichever is greater. Spells which place the caster in danger (including such castings as *Identify,* which causes a temporary drop in constitution of the caster) require at least a double fee, and guarantees will be required as well. Spells which age the caster will be cast only if a counter to such aging is awarded prior to spell casting, or else the aging is insignificant to the caster. (A young elf will not be overly concerned about five years, although a ten times normal fee might be charged!)

Magic item payment: A magic-user or illusionist will generally accept some item of magic in lieu of cash or like valuables. In such cases, the sale value of the item, adjusted downward by the general reaction of the spell caster to the individual requesting his or her services, is to be considered the base value of the item. The character and behavior of the NPC encountered will always be the purview of the DM. Such character or behavior will, naturally, often affect costs and fees.

Hostile spell casters: In general, a hostile spell caster will either charge at least double normal fees, or else he or she will simply refuse to cast any spell whatsoever — unless possibly bribed to do so with some magic item. Any spell caster of good alignment is quite unlikely to cast any spell for a character of evil alignment in any event. Again, adjudication of such events is the realm of the DM.

Spell casting under duress: Use the rules in the Dungeon Masters Guide for all magic-user and illusionist spell casting under threat, magical influence, etc.

The big, bad barbarian

by Gary Gygax

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As usual, I am working on too many projects at once, and each gets a bit of attention but seems to never get done. At some point quite a few should suddenly be completed, and my productivity will seem great indeed. Meanwhile, I have dusted off the barbarian character class which the testers have enjoyed the most of the new classes I have proposed for the expansion of the AD&D™ rules. While the other classes seem to need more work, barbarians were instantly used and enjoyed by those eager for a change. Now you, Gentle Readers, have a chance to test the class for yourselves and see if you agree.

BARBARIANS

Barbarians are a sub-class of fighters. At first glance they might seem rather similar to plain fighters, but a thorough study of the sub-class will reveal that they are by far the most singular type in the whole fighting genre (also including fighters, rangers, and paladins).

Character abilities

Barbarians have no major characteristics and thus gain neither a penalty or bonus with respect to experience points. Barbarians never have psionic ability *per* se. To determine the characteristics of a barbarian character, use the following table:

Ability	Dice to find point score	Special or bonus
Strength	best 3 of 9d6	as per fighter
Intelligence	3d6	as per table in PH
Wisdom	4d4	as per table in PH
Dexterity	best 3 of 7d6	+2/point over 14 *
Constitution	best 3 of 8d6	+2 h.p./point over 14
Charisma	3d6	as per table in PH

*— Dexterity bonus to armor class applies only when armor worn is below the *fairly bulky* or *bulky* armor types. If at least *fairly bulky* armor is worn, reduce the bonus to +1 per point of dexterity in excess of 14.

Race of barbarian characters

Only humans can be barbarians.

CHARACTER CLASSES TABLE I (additional)

Class of character	Hit die type	Max. number of hit dice	Spell ability	Class level limit
Barbarian	d12	8*	no**	none

*— The initial die roll for a barbarian character can never be less than 7, with scores of 1 to 6 being treated as 7, but all additional rolls are as shown by the die.

**— Some barbarian abilities resemble spells, but these innate *spell-like* abilities are not spell abilities.

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CHARACTER CLASSES TABLE II (additional)

Character	Armor	Shield	Weapons	Oil	Poison
Barbarian	any*	any	any	yes	?

* — Partial loss of dexterity bonus (see note under "Character abilities" above) will make wearing of *fairly bulky* or *bulky* armor unlikely.

Magic armor, shields, and weaponry

Barbarians detest magic and distrust those who use it. They will refuse to employ any sort of magic item if they recognize it as such. They will destroy magic items if they have their way. While a magic-user will be shunned by barbarians, clerical spells are not regarded as magic (except for the more powerful spells not typically usable by a tribal shaman or low-level cleric), so barbarians will associate with clerics on occasion.

The Barbarian: General description

Barbarians are a sub-class of fighters who are adept at many skills necessary for survival in a hostile environment. These skills include rapid movement, climbing, use of many weapons, certain "sixth senses," and many secondary and tertiary skills. They are likewise tough and able to recover from damage quickly.

Barbarians may be of any non-lawful alignment.

The base movement rate for a barbarian is 15".

Languages: A barbarian knows only how to speak his or her own tribal/national tongue and Common. A barbarian must learn to read and write if he or she so desires to have those skills. A barbarian can learn languages according to his or her intelligence. In any case, a barbarian does not use alignment language of any sort.

Special skills: A barbarian climbs trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would climb walls. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling a particular type of surface. Barbarians can hide in natural surroundings as a thief of three levels higher would *hide in shadows* if the terrain is familiar to them, otherwise, the hide as a thief of the same level.

Secondary skills: Every barbarian possesses all of the following secondary skills:

Survival: This skill includes hunting, small animal trapping, fishing, food gathering, shelter building, body covering, and fire making.

First Aid: This skill includes binding wounds, setting sprains or broken bones, concocting and/or applying natural poison antidotes (10% chance of success unless poison form is known; then chance rises to 50% plus victim's constitution), and knowing and applying natural cures for minor illnesses.

Outdoor Craft: This skill includes animal identification, plant identification, direction determination, and general weather prediction.

Tracking: This skill is equal to that of a ranger of the same level, but a barbarian may track only in the outdoors.

Secondary skills are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate after about one month of continual exposure to the new area.

Tertiary skills: Barbarians will have one or more of the following tertiary skills, depending on the locale and culture from which they originate.

Animal Handling: Usually dogs but possibly some other animals such as wolves, large birds, giant lynx, etc.

Horsemanship: This skill could also include the handling of draft teams.

Long Distance Signaling: Drums, smoke, mirror flashes, etc.

Running: This skill implies that the barbarian can move at double normal speed for no fewer than three days before having to "rest" by spending a day moving at normal speed. Similarly, endurance will be twice normal for movement situations.

Small Craft, Paddled: This skill includes the building and use of small canoes and hide boats.

Small Craft, Rowed: This skill includes the building of wooden boats and the rowing and/or sailing of them.

Sound Imitation: This skill includes the mimicking of bird and animal calls and sounds, either for luring those creatures or for signaling purposes.

Trap Building: This skill includes the ability to construct deadfalls, pits, and other traps for large or even very large animals and like creatures.

Special abilities and defenses

Barbarians have the following special characteristics:

Surprise: Barbarians surprise opponents at least 50% of the time, increasing to 4 in 6 (66 2/3%) when they are in familiar terrain. In turn they are surprised themselves only 10% of the time, 5% in familiar terrain.

Back Attack: Any attempt to attack a barbarian from behind, including such attacks by assassins and/or thieves, has a 5% chance per level of the barbarian of being detected and countered. That is, if a barbarian detects a back attack (with a 5%

chance of so doing if he or she is 1st level, 10% if 2nd, etc), the barbarian avoids the attack form. The former back attack becomes a normal attack. The barbarian is also then entitled to attack the former back attacker, even though the barbarian may already have engaged in what would otherwise have been his or her full normal combat for that round.

Leaping and Springing: Barbarians are able to leap up to a maximum distance of 10 feet forward, 3 feet backward, or 3 feet upward from a standing start. If able to move freely and get a running start, the forward leap can range from 16 to 21 feet, and the upward leap from 4½ to 6 feet (d6 and d4 respectively). *Springing* under similar conditions gives an upward distance of 4—7 feet, depending on the surface used as a step to gain height and "spring."

Detect Illusion: Barbarians have a 5% chance per level of determining that some sight, sound, or other sense is actually an *illusion/phantasm* spell of some type. Regardless of the barbarian's level, however, the chance to so detect such spells may never exceed 75%.

Detect Magic: Barbarians have a base 25% chance of detecting any sort of magic other than an *illusion/phantasm.* This applies to items or spells, but not to persons who are able to effect magic. For each level the barbarian gains beyond the 1st level, an additional 5% to the chance to *detect magic* is gained. The chance to so detect may never exceed 90%, regardless of the barbarian's level of experience. The type of magic is never revealed by this ability.

BARBARIANS (FIGHTERS) TABLE I.

Experience Points	Experience Level	1 P-sided dice for accumulated Hit Points	Level Title
0—6,000	1	1*	Barbarian
6,001—12,000	2	2	Barbarian
12,001—24,000	3	3	Barbarian
24,001—48,000	4	4	Barbarian
48,001—80,000	5	5	Barbarian
80,001—150,000	6	6	Barbarian
150,001—275,000	7	7	Barbarian
275,001—500,000	8	8	Barbarian
500,001—1,000,000	9	8+4	Barbarian
1,000,001—1,500,000	10	8+8	Barbarian
1,500,001—-2,000,000	11	8+12	Barbarian

500,000 experience points for each additional level above the 11th.

*— Initial die roll for hit points must be at least 7; rolls of 1 to 6 are treated as the minimum result of 7 points.

BARBARIANS' ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round
Barbarian 1-5	1/1 round
Barbarian 6-10	3/2 rounds
Barbarian 11 & up	2/1 round

WEAPON PROFICIENCY TABLE

Class of Character	Initial Number of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons/Level
Barbarian	6	-1	1/2 levels

Next issue: New weapons to wield

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Notes Regarding Weapon Proficiency Table:
Initial number of weapons *must* include Axe (Hand), Knife, and Spear. One or more additional required weapons based on native area may optionally be decreed by the DM.

Charisma: When dealing with other barbarians, a given barbarian adds his or her level of experience to his or her charisma total to get an effective charisma effect upon other barbarians.

Combat: Barbarians use the table for normal fighters.

Saving Throws: All barbarians have the following bonuses to their saving throws:

vs.	poison	*+4*
	paralyzation	*+3*
	death magic	*+3*
	petrification	*+3*
	polymorph	*+2*
	rod, staff, wand	*+2*
	breath weapon	*+2*
	spell	+1

The above bonuses are in addition to any others which might be applicable.

Native Territory: It is mandatory that barbarian characters come from some out-of-the-way, barbaric state or area. Typically they will come from wild tribes, nomads, or groups of savages. Such uncivilized areas are the only places that can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

Relating this to the WORLD OF GREYHAWK™ map, the lands of the Frost, Ice, and Snow Barbarians, as well as the Hold of Stonefist, would produce Scandinavian/Slavic-type barbarian fighters. These characters would employ broad swords and short bows as additional required initial weapons. Horsemanship would be nominal at best, but running would be normal, and in most cases the skill of making and manning rowed boats would exist.

Nomads from the Rovers of the Barrens, Tiger, and Wolf Nomads would be excellent horsemen, and the former group would also have running skill as well. The Rovers, being the most barbaric group, would also likely generate individuals with skills in animal handling, paddled small craft, sound imitation, and trap building. The other nomads would be most effective in long distance signaling. Rovers would be skilled in weapons such as the club, javelin, and lasso or short bow. Nomads would have such weapons as the lance, scimitar, and composite short bow.

Savages from the Amedio Jungle or Hepmonaland would have skills in long distance signaling, running, possibly paddled small craft, sound imitation, and trap building. Their required initial weapons would also include the blowgun or short bow, club, and dart or javelin in the Amedio. With respect to Hepmonaland, the atlatl and javelin, club, and short sword are typical weapons. *(Editor's note: Official statistics for the atlatl and the blowgun will appear as part of this column in next month's issue of DRAGON™* Magazine.)

From the foregoing, the DM can understand why it is important to give barbarian characters a native homeland. Not only does this help determine weapons initially known, but it also serves as a base for judgement as to the skills and abilities of the barbarian when he or she ventures into places outside native homelands. After a period of dwelling in a new area, a barbarian character does become as effective as he or she is in his or her native territory, but until then many of the abilities and skills of the character will be severely curtailed.

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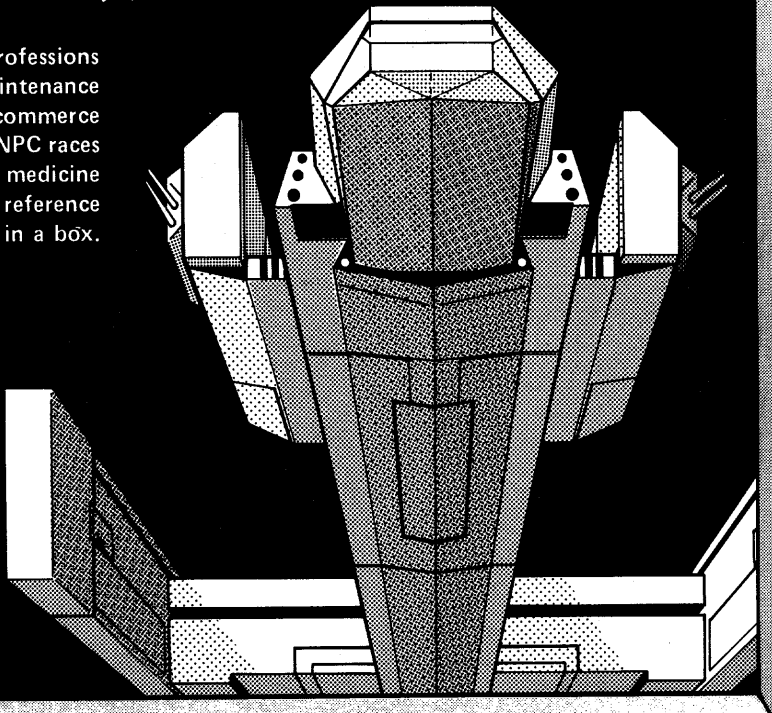

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by Gary Gygax

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Sorry to relate, Understanding Readers, that this column is not the one beginning the enumeration of the scores of new spells which are being prepared for the expansion of the AD&D™ game system. Not only is time conspiring against me, but one Rory Bowman ("Stats and facts about strange new weapons for AD&D play" in DRAGON™ issue #61) seems to be out to get me, too! As you read this offering, you will note that quite a number of the weapons proposed for the game by Mr. Bowman are, in fact, included in the *official* list I prepared for the expansion some months ago. (Rory, don't listen when the suggestion that "fools think alike" is mentioned; everyone knows that "great minds run in the same channel"!) In order to avoid confusion, I thought it best to get the official list into print quickly, so here it is.

The weapons typical of Japan and similar Far Eastern places are omitted from the AD&D game system for many reasons. They don't fit in well with the others, I am not familiar enough with them, and they belong to another culture which is best treated as a separate whole. In this regard, I am looking for a skilled Japanese game designer who is fluent in both English and Japanese, plays both the D&D® and AD&D game systems, and is interested in working with Yours Truly to develop special versions of both games for the Japanese and allied cultures in the Far East. Any takers?

With introductory material aside, let's get to the new weapons list:

AKLYS: The aklys is a weighted, shortish club with a stout thong attached to the butt. While it can be used as a hand-held striking weapon, its principal employment is as a missile. Once hurled, the aklys be retrieved by its thong. Of the hits scored with this weapon, 5% will be of the sort which entangle the target individual. If the target is man-sized or smaller, it will be dismounted or jerked to its knees or side (if not bipedal), at the wielder's option. Conversely, if the target is larger than man-sized, its actions might well jerk the aklys thrower prone. The weapon is tied to the wielder by a thong or cord of about 10 feet in length. When a hit is scored, a second roll of 20 indicates entanglement. This condition persists until a round can be spent disentangling the aklys and thong, the thong is broken, the thong is severed, or the wielder somehow manages to divest himself or herself of the fastened line. Since the thong is usually secured to the wrist or gauntlet, such action can prove to be difficult.

ATLATL: An atlatl is simply a throwing stick for a short javelin. Its leverage and track provide greater range and velocity as well as better accuracy. (Ancient javelineers wrapped their missiles with a cord to impart spin, for they retained one end of this cord when the javelin was hurled. This too improved accuracy.) The shorter, lighter javelins associated with an atlatl inflict the same amount of damage because of their velocity.

BLOWGUN: The blowgun is principally used by jungle natives. Because it is long and rather fragile, it is an impossible weapon on the normal battlefield. The slightest jostling of the blowgun or its wielder will destroy the aim and make a hit impossible. (In actuality, the blowgun is usually set upon a rest so as to avoid swaying.) Natives employ an insinuative poison on blowgun needles (darts) in order to inflict fatal damage against all but the smallest of targets.

CALTROP: A caltrop is a four-pronged or six-pronged metal device (which in its latter form resembles a "jack" from the children's game of ball and jacks). It is about one-half foot in diameter, with three-inch-long, pick-like points radiating at about 70° or 90° from each other. It is tossed or placed on the ground to serve as an impediment to closing attackers. Intelligent creatures aware of caltrops in their path can usually move them aside or otherwise avoid them, although this will surely slow movement by one-half for a round. Unintelligent or unaware opponents will move through the field of caltrops at peril. Human armor class considers only footwear and is sans dexterity bonus. For each foot/paw/hoof of movement through an area of one square yard of caltrops, a check must be made to see if one is stepped on. Any hit has a 25% chance of slowing movement by 25% for four days; hits on two feet/paws/hooves indicate the possibility of virtually no movement for eight days while healing takes place. (Spell use will, naturally, mitigate this.) Caltrops of smaller size can be employed, but these are not particularly effective if under a two-inch prong length, and for game purposes they can be ignored. Because of their size and composition, it is worthwhile to note that it is quite difficult to carry caltrops; they tend to poke through packs and sacks, and falling while carrying them could be disastrous! A box or similar container is usually necessary to transport them. These instruments require no skill to use.

GARROT: A garrot is simply a strangling device. It is usually of cord, but it can be fashioned of cloth or wire. In order to be employed effectively, the wielder *must* strike from behind, and the victim must be either unaware of the impending attack or

CHARACTER CLASSES TABLE II (2.): ARMOR AND WEAPONS PERMITTED

Class of Character	Armor	Shield	Weapons
CLERIC	any	any	aklys, garrot, lasso, sap, staff sling, whip
Druid	leather	wooden	aklys, garrot, lasso, sap, staff sling, sword (khopesh), whip
FIGHTER	any	any	any
Paladin	any	any	any
Ranger	any	any	any
MAGIC-USER	none	none	caltrop, knife
Illusionist	none	none	caltrop, knife
THIEF	leather	none	aklys, caltrop, garrot, knife, sap
Assassin	leather	any	any
MONK	none	none	aklys, atlatl, caltrop, garrot, hook fauchard, knife, man catcher, sword (falchion)
BARD	leather, elfin chain, or magical chain	none	garrot, knife, lasso, sap, sword (falchion)

else unable to take effective defensive action. The victim must have a relatively unprotected neck- even a stout leather collar will prevent successful use of a garrot. Any limb or instrument or weapon raised so as to prevent encirclement of the neck, or even to include the limb *et al* within the circle of the garrot reduces damage to 1 point. Naturally, the target must be below or no more than 1 foot above the wielder of the garrot. A successful hit inflicts the indicated damage and will absolutely kill the victim on the next round unless the wielder is somehow caused to release the garrot.

HARPOON: This weapon is a form of throwing spear with the head socket detachable in most cases. The head is fastened to a line so as to secure the target creature to the wielder or some object, provided the weapon strikes home. Against most targets, the harpoon hitting indicates that the barbed head is buried or snagged. (See "aklys" for details of this entangling effect, unless the harpoon line is secured to some stout object.) Naturally, the line attached to the harpoon must be of sufficient length to allow hurling to the range needed. Furthermore, this line must be able to run freely when the weapon is hurled (and possibly subsequently moved away with at a great rapidity). In general, the following guideline can be used when dealing with harpoon hits:

If the target creature has an intelligence of not less than 2, and likewise has some means of effectuating dislodgement of the weapon head or severance of the line, a saving throw versus

WEIGHT AND DAMAGE BY WEAPON TYPE

Weapon Type	Approx. Wt. in G. P.	Damage vs. Opponent Size S-M	Size L
Aklys	35	1-6	1-3
Atlatl and javelin	30	1-6	1-6
Blowgun and needle	15	1	1
Caltrop	2-4	1	1-2
Garrot	1	1-4	1-6
Harpoon	50-60	2-8	2-12
Hook Fauchard	80	1-4	1-4
Knife	6	1-3	1-2
Lasso	20	—	
Man Catcher	80	1-2	1-2
Sap	10	1-2	1-2
Spiked Buckler	35	1-4	1-3
Staff Sling bullet	5	2-8	3-9
Staff Sling stone	4	1-8	2-8
Sword, falchion	60-80	2-7	2-8
Sword, khopesh	75	2-8	1-6
Whip	25-35	1-2	1

WEAPON TYPES, GENERAL DATA, AND "TO HIT" ADJUSTMENTS

Hand Held Weapon Type	Length	Space Required	Speed Factor	Armor Class Adjustment 2	3	4	5	6	7	8	9	10
Aklys	c. 2'	2'	4 (+1)	- 5	- 4	-3	-2	-1	-1	0	0	+1
Atlatl	c. 3'	1'	n/a	—	—	—	—	—	—	—	—	—
Blowgun	4'-7'	1'	n/a	—	—	—	—	—	—	—	—	—
Caltrop	n/a	n/a	n/a	-6	-5	- 4	- 3	- 2	- 1	0	+ 1	+2
Garrot	c. 3'	1½'	2	—	—	—	—	—	—	—	—	—
Harpoon	6'-8'	1½'	6	-2	-1	-1	-1	0	0	0	0	0
Hook Fauchard	8'+	2½'	9	-2	-2	-1	-1	0	0	0	0	-1
Knife	c. 1'	1'	2	-5	-4	-3	-2	-1	0	+1	+1	+ 3
Lasso	(10'-20')	8'+	10	0	0	0	0	0	0	0	0	0
Man catcher	8'+	2½'	7	0	0	0	0	0	0	-1	-2	- 3
Sap	½	1'	2	-12	-10	-8	-6	-5	-4	-3	-2	0
Spiked Buckler	1'	2'	4	-5	-4	-3	-2	-1	0	0	0	+2
Staff Sling	5'	6'	11	—	—	—	—	—	—	—	—	—
Sword, Falchion	c. 3½'	3½'	5	-2	-1	0	+1	+1	+1	+1	0	0
Sword, Khopesh	c. 3½'	4'	9	-5	-4	-2	-1	0	0	+1	+1	+2
Whip	8'-20'	8'-20'	5-8	-10	-8	-6	-4	-2	-1	+1	0	+3

Hurled Weapons and Missiles	Fire Rate	Range S	M	L	Armor Class Adjustment 2	3	4	5	6	7	8	9	10
Aklys (hurled)	1	1 *			-6	-5	-4	-3	-2	-1	0	0	0
(Atlatl) javelin	1	3	6	9	-4	-3	-2	-1	0	0	+1	+1	+2
Blowgun needle	2	1	2	3	-10	-8	-6	-4	-2	-1	-1	+1	+2
Harpoon	1	1	2	3	-4	-3	-2	-1	0	0	0	0	+1
Knife	2	1	2	3	-6	-5	-4	-3	-2	-1	0	0	+1
Lasso	½	1	2	3	+7	+6	+5	+4	+3	+2	+1	0	-1
Staff Sling bullet	½	—	3-6	9	-3	-2	-1	0	0	0	0	0	0
Staff Sling stone	½	—	3-6	9	-4	-3	-2	-1	0	0	0	0	0

* — 10' range only, not 10 yards

poison is allowed. Success indicates the victim has freed itself. Failure indicates continued attachment, 1 point additional damage, and the possibility that the victim will be dragged 1" closer to the harpooner if the wielder so desires and the victim is of a size, weight, and strength which enables the harpooner to do so. (Cf. Kuo-Toa in the FIEND FOLIO™ Tome.)

HOOK FAUCHARD: This pole arm is principally useful as a device to dismount or fell opponents. It is a normal fauchard with its tip hook greatly elongated and curved into a sickle shape. The wielder attacks by making a sweeping motion to encompass the target with the hook of the weapon. A successful hit will have a 20% probability of dismounting or toppling (to knees or prone position) the target. This assumes that the wielder is larger than his or her opponent, or at least over 50% of the target's height and weight.

LASSO: This weapon does no damage in game terms. A successful hit, however, effectively creates the same situation as does a successful harpoon hit, only the lasso must be broken or severed to detach it if the wielder is exerting force to keep it taut. There is a 75% chance that the victim will be dismounted, and/or a 25% chance that the victim will be pulled off its feet if the target is bipedal and of a height and mass not greater than +/-50% of the lasso wielder. Note that several creatures can combine to make this more probable, i.e. rider and mount, several individuals seizing the other end of the lasso line, etc. A lasso is severed by 2 points of cutting damage. Strength can snap a lasso, with a chance equal to that of bending bars, one try only allowed.

MAN CATCHER: A man catcher is a two-pronged pole arm. Each prong is curved to encompass a humanoid creature of man-size. Creatures larger or smaller by 50% or more will be unaffected by this arm, for it either will not encompass them or else they can simply drop out of its prongs. The simplest form of man catcher has inward-curving prong ends. These allow entry into the encompassing area, but their inward points prevent egress— especially when the wielder is actively employing the weapon. The more complex form of the device has movable arms which are spread in an open position but close somewhat when the target contacts the lower (shaft area) portion of the man catcher. Both forms have sharpened edges and spikes to both damage the opponent and prevent the use of hands to escape the weapon. Anyone caught in a man catcher loses all shield and dexterity bonuses. Furthermore, he or she can be pulled and pushed about. This pushing and pulling will automatically inflict 1-2 points of damage per round. There is a 25% chance for the victim to be pulled off its feet to either a kneeling or prone position.

SAP: A sap, sometimes called a blackjack, is typically a small leather bag filled with sand or a similar material (such as lead shot). The weapon is useful only as an instrument to concuss the target into unconsciousness, so any form of head covering makes it less effective. In fact, unless the head is uncovered, there is no chance that the sap will cause unconsciousness, although damage will still occur if a hit is made. An uncovered (or light-cloth covered) head struck by a sap has a 5% chance per point of strength of the wielder to cause unconsciousness. Strength over 18 means automatic unconsciousness; i.e., 18/01 strength is sufficient to cause this. Hits anywhere else but on the head inflict half damage only and have no other effect.

SPIKED BUCKLER: The spiked buckler is the only effective form of the armed shield, for larger ones are too difficult to move quickly, and their projections form too easy a hold for opponents. Well made spiked bucklers will have an edged spike, although the effective attack is by buckler thrust and seldom, if ever, a slash. When the wielder is fighting within arm's length of an opponent, the spiked buckler can be used for a separate attack during the round. Such attack is always made after the initial weapon attack, if any. Only one such extra attack per round is possible. If the spiked buckler is a second attack mode, the attack is made at -2 hit probability, this penalty cumulative with any others which are applicable.

BASIC EQUIPMENT AND SUPPLY COSTS (2.)
Arms (2)

Aklys	2 g.p.	Lasso	5 s.p.
Atlatl	1 g.p.	Man catcher	25 g.p.
Blowgun	20 g.p.	Sap	1 g.p.
Blowgun needle	1 s.p.	Spiked buckler	10 g.p.
Caltrop	2 s.p.	Staff sling	2 g.p.
Garrot	1 e.p.	Sword, falchion and scabbard	10 g.p.
Harpoon	5 g.p.	Sword, khopesh	10 g.p.
Hook fauchard	6 g.p.	Whip	3 g.p.
Knife and scabbard	1 g.p.		

STAFF SLING: A staff sling is simply a pole of four or more feet in length with a pocketed thong of some sort fixed to its top end. The missile to be slung is placed in the widest portion of the thong, the free end grasped, and the staff swung forcefully, either sideways on an ascending curve or from the rear to overhead. At the proper time the free end of the thong is released, and the momentum of the swing carries the missile to its target. Note that the staff sling is much the same as a miniature siege machine. Its principal use is the hurling of small, relatively heavy missiles over some intervening obstacle, such as a wall. It is slower to use and less accurate than a normal sling, but it throws heavier missiles on a high trajectory. It does not have the range of a normal sling. It is so difficult to hit targets near to the slinger that for all practical purposes, the staff sling always operates at medium or long range only. If combustibles or like materials are slung with it, the **Grenade-like Missile Table** in the DMG should be used to determine results.

SWORD, FALCHION: The falchion gets its name from its slightly curved, vaguely sickle-like shape. While it could be treated as a scimitar (which term generally encompasses such sword forms as sabre, yatagan, and tulwar), many medieval European falchions were much heavier and the point was actually used for thrusting. It has, therefore, been included in the forms of swords possible in an expanded AD&D™ campaign. The DM should assume that 25% of magic broadswords are falchions.

SWORD, KHOPESH: This weapon has no place in medieval warfare, for it is an Egyptian weapon which went out of use *circa* the Tenth Century B.C.E. However, it is so interesting and it fits so well into the concepts of the game that it can be added by any DM who chooses to do so. A khopesh has about six inches of handle and quillions. Its blade then is straight from the quillions for about two feet. The blade becomes sickle-shaped at this point, being about two additional feet long but effectively extending the overall length of the sword by only one and one-half feet. The curved portion resembles a squared-off capital letter "D", complete with upper serif, but with the back (left-hand) bar missing. This makes the khopesh both heavy and unwieldy (thus the high number for speed factor), difficult to employ properly and undoubtedly hideously hard and slow to recover, particularly after a badly missed blow. Nevertheless, the weapon will not only cause damage, but its sickle-like portion can snag an opponent or an opposing weapon. Unless the opponent is 50% smaller and lighter than the khopesh-wielder (deducting or adding 5% per point or category over 18 of strength difference to arrive at final mass), the weapon will simply make it impossible for the snagged opponent to get in an effective attack for 10 segments. If smaller and lighter, the opponent will either be pulled to the ground (25%) or impeded in attack (75%) when snagged.

A weapon can be snagged only if it has protrusions or indentations, but the only smooth weapons for this purpose are

daggers, swords, spears and the like. Just as with snagging an opponent where any hit has a 5% chance to do so, any miss also allows a 5% chance for snagging the opponent's weapon, if applicable. If an opponent's weapon is snagged, there is a 10% chance it will be torn from his or her grasp. Failing that, the snagging will either disallow the opponent the opportunity to effectively attack for 10 segments (80%), just as a body/equipment snag would, or else the opponent's strength and/or leverage tear the khopesh from the wielder's grasp (10%).

Because of this weapon's ancient origin and unusual shape, it is an ideal druidical instrument. The DM should consider placement of both normal and magical khopeshes in the campaign, aiming especially at druidical use. Of all magical scimitars discovered, 10% will be khopeshes.

WHIP: The whip is a dangerous weapon only in the hands of a highly skilled and well trained user. To inflict damage, the whip must contact exposed, or lightly covered, flesh. Heavy clothing or thick hair/fur will be of considerable protection until torn away by repeated lashing. (Thick hide, such as that of an elephant, rhinoceros, or hippopotamus, will allow a slight sting at best, with no real damage inflicted.) Heavily scaled or otherwise protected opponents will not even feel the lash of a heavy leather whip, even with a weighted tip.

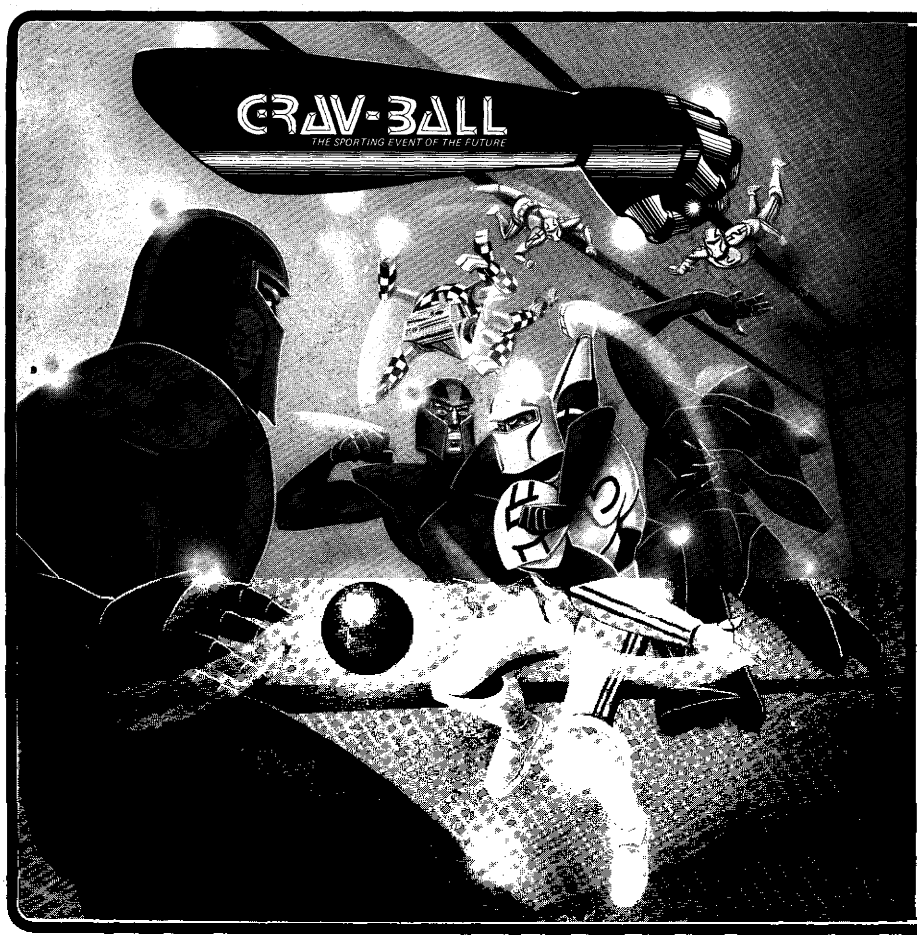
However, the whip also has another use. It can entangle an opponent's limb(s) or weapon. Any hit scored on an opponent means that an entanglement of some sort can occur. If the whip is in non-proficient hands, the chance is only 5%. In proficient hands, there is a 5% chance per level of the wielder for entanglement, but only at the wielder's option. The entanglement will be one limb (50%), two limbs (10%), the weapon arm and weapon (20%), or the head (20%, or 40% in the case of an opponent not using a weapon).

One-limb entanglement indicates no effective attack for 10 segments. Two-limb entanglement indicates the same, with a 25% chance that the opponent will be kneeling or prone for that period and must thereafter recover its feet. A hit on the weapon arm/weapon indicates no effective attack for 10 segments and a 10% chance that the weapon will be lost. (If the weapon is edged, there is a 50% chance that the whip will be severed and useless instead.) A neck hit indicates the opponent can make no effective attack for 10 segments, and additional garrot-type damage will be scored if the opponent has no throat protection such as thick hide, heavy leather, armor, mane-like fur or hair, etc. A proficient wielder can disentangle the whip by rolling his or her dexterity or less on 3d6 minus 2. Otherwise, the whip remains entangled until it is broken or severed, or until the wielder pulls it loose, or until the opponent does so (the chance of this last occurrence is 5% + 1% per point of strength of the victim).

Readers should note that there are several new classes of characters not shown on the CHARACTER CLASS TABLE II (2.) which will be included in the actual game expansion book when it is issued. Otherwise, the weapons information is substantially shown as it will appear in the forthcoming volume.

Soon we will get to those spells— be patient, Gentle Readers. I am trying, but sometimes work must come before the pleasures of game designing and article writing.

Next issue: New character classes



Grav-Ball is a sporting event of the future. Played in a zero-G court, the game requires skill and courage. The two 6-man teams try to score with a five kilogram steel playing ball. In the meantime anything goes, body checks and even assaults, with intent to put a player out of the game, are all allowed and an expected part of the game.

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Character classes to consider

by Gary Gygax

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The barbarian class (issue #63) was, as mentioned, only one of several new classes being considered for inclusion in the expansion volume for the ADVANCED D&D® game system. You, Loyal Readers, have a chance to input into this projected work, and I would be pleased very greatly if you would do so. The classes under consideration are listed below. Let me know which you like best, which least. I will then work up each class fully and present them, in order of preference, in this column. This will be done prior to publication of the new book. If time presses, perhaps the Understanding Editor will allow sufficient column space to run two classes in one article. What follows is a brief explanation of each proposed new class. Again, your comments will be received with pleasure!

CLERIC — *Mystic:* This sub-class of clerics is concerned more with prediction and detection than are other sorts of clerics. All mystics are of Good alignment, although they can be chaotic, neutral, or lawful within the Good alignment. As with other sorts of clerics, mystics would have seven levels of spells, but most would be of the sort to divine or detect. However, some new spells, and some very powerful upper-level spells, are planned.

FIGHTER — *Cavalier:* This sub-class of fighter must be of knightly or noble origin, so the class type would be usable only in those campaigns which had social systems of a sort appropriate to this. This class allows any alignment. It differs from other types of fighters mainly in that its members would have more basic weapons, horsemanship, and possible organizational abilities to allow for more henchmen and followers. At its upper levels, the class would also gain additional strength and constitution points due to training and exposure to hardship.

MAGIC-USER — *Savant:* This sub-class of magic-user specializes in knowledge, understanding, and arcane subjects. Thus, as do mystics, savants possess a fair range of detection spells. Although they know many standard sorts of spells as well, savants have many new magics in the nine levels of spells possible for them to employ. Savants, can use spells common only to clerics and druids, and at higher levels savants can read and employ scrolls of all sorts. Because of the scholarly aspects of this proposed class, elven and half-elven savants are envisioned as being able to progress several levels higher than if they were normal magic-users; i.e., 14th or even 16th for elves, 10th or 12th for half-elves. Savants can be of any alignment.

THIEF — Mountebank: This sub-class of thief specializes in deception, sleight of hand, persuasion, and a bit of illusion. These factors, together with speed, are what the mountebank relies upon. However, disguise and theatrics also provide valuable tools of the trade to this class, so that one might never know one has been had by this class.

THIEF — Specialization, *Acrobat:* A normal thief, after attaining a medial level, can opt to continue as normal or become an acrobat. Although no further skills of the type which considers manual dexterity would be gained, the thief-acrobat would gain skills in leaping, vaulting, tumbling, tightrope walking, etc. Such a thief-type would be the cat-burglar sort. The earlier specialization takes place, the greater the acrobatic skills, as this specialization would have an upper limit of skill.

JESTER — Rob Kuntz, in his currently unpublished module, *The Tower of Zaeen,* has included a jester. A recent DRAGON™ Magazine (issue #60) also included the jester as an NPC class. Because I have also considered the jester as an actual class for the game, I have not as yet read either description. Jesters, as I envision them, can be of human, gnome, or halfling race. (Elves could never permit themselves to be so debased; dwarves are far too serious and just plain humorless.) Alignment is as desired by the player. A jester would have a combination of verbal, magical, and acrobatic skills which allow the class to be viable even though there is no great power. Verbal skills would enable the character to influence many creatures toward kindliness, humor, forgetfulness, thoughtful consideration, irritation, anger, or even rage. Magical skills would have to do with jokes and tricks — sort of a directed *wand of wonder* with some magic-user spells and illusionist magic tossed in. Acrobatic skills would be mainly tumbling and juggling, with some magic tossed in there as well. Level titles are: Wag, Punster, Masquer, Harlequin, Clown, Juggler, Buffoon, Fool, Joker, Jester. Powerful at its upper levels. the class will be less than popular with fellow adventurers, I suspect, so that jesters will frequently have enemies and travel alone. . . .

THE GRAND DRUID

A study of the information pertaining to druids will reveal that there must be something above the Great Druid, for each area or land can have its own druid of this sort. Somewhere there is a Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of Druid level may, in fact, journey to seek the Grand Druid and ask to serve him.

The Grand Druid knows 6 spells of each level and is also able to cast up to six spell levels as one or more additional spells. Those who serve him are given three such additional spell levels. Three Archdruids roam the world as messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each has four additional spell levels.

PERSONALIZING CHARACTERS

The statistics of one character can be much like those of another, especially so if they are members of the same class. However, name, alignment, deity, background development, secondary skills, height, weight, and equipment all allow for considerable differentiation. More important, as AD&D™ games are for role playing, the individuality the players create, or should create, will make as many differences between characters of the same class as there are between real people. The element of role playing must be stressed. Any player who does not create a special persona for his or her character is not participating in a role-playing game, but rather "roll playing" with dice. But, for whatever it's worth, here are some choices for complexion, hair color, and eye color for characters. Players who have not already made all this up for themselves should use these choices to inspire more active personification of their characters and more attention to role playing!

Complexion: black, dark brown, bronze, brown, coppery brown, golden brown, tan, ivory, dark yellow, yellow, pale yellow, copper, brown-red, olive, ruddy, pink, fair, pale, white, grayish-white, gray.

Skin texture: flawless, fine, smooth, normal, coarse, very coarse, pocked, leathery, seamed.

Hair color: black, blue-black, brown-black, dark gray, gray, pale gray, white, silver, golden blonde, blonde, yellow, pale blonde, honey blonde, blonde streaked (brown or red), red-blonde, copper red, orange-red, red, dark red, auburn, red-brown, light brown, brown, dark brown, salt & pepper (brown/black & gray), grizzled, gray streaked, white streaked.

Eye color: black, dark brown, brown, red-brown, yellow-brown, amber, golden, pale yellow, hazel, green, bright green, blue-green, gray-green, pale gray, gray, dark gray, blue-gray, pale blue, blue, bright blue, dark blue, pale violet, violet, deep violet.

MORE ON BARBARIANS

In the course of putting the Barbarian sub-class of fighter together, one highly important piece of information was omitted — rules concerning barbarians and creatures struck only by magic weapons. I humbly apologize. Here it is:

Although barbarians do not employ magic weapons if they can help it, their natural attack abilities make up for it. Just as can monsters, barbarians are able to hit creatures otherwise harmed only by magic weapons. Thus, at 4th level a barbarian can affect creatures which require a +1 or better weapon to hit them; at 6th level barbarians can affect creatures which require +2 or better weapons to hit them; at 8th level they attack as if they had a +3 weapon with respect to their ability to affect creatures otherwise hit only by +3 or better weapons; and at 10th level, creatures affected only by +4 or better weapons can be attacked successfully. At 12th level a barbarian can affect a creature harmed normally only by +5 or better weapons. Despite having the ability to strike such creatures, barbarians in no way gain such a bonus "to hit" or inflict additional damage because of the power. (Cf. "Creatures Struck Only By Magic Weapons" in the Monster Manual.) Only barbarian fighter characters have this ability, and it is not possible for any other class or sub-class of characters to possess this power.

LATE NEWS

Most of you are not aware that soon I will retire from the position of "sole authority" regarding the D&D® game system. Frank Mentzer has "volunteered" to assume a new trainee position where he will work directly with me.

That the Good Gentleman is talented need not be said. Those readers who belong to the RPGA™ network already know that and have played his modules. Those unfamiliar with his work will see it soon enough in the additions to the DUNGEONS & DRAGONS® game system. Frank began working with me in July. Sometime in September he should be joined by the renowned French designer, Francois Marcela-Froideval.

When the D&D game project is completed, Frank and Francois will be joining me in putting the final touches on the pair of new volumes for the AD&D™ game system. That work, along with a few modules in both systems, should easily qualify them to speak with complete authority on either. The upshot will be more game material, better work overall, and more information passed along by way of these pages. Please give Mr. Mentzer and M. Marcela-Froideval a hearty welcome!

BEWARE OF IMITATIONS

All of you are well aware of how many "knock-off" products are around. They are obvious because without AD&D campaigns to latch onto, these cheap imitations would be unable to stand alone. I have seen one which contains spells of various sorts, including some over 9th level. DMs are cautioned against use of any non-AD&D game spells of any sort. It is absolutely stupid to include any over 9th level, for the game has nothing which warrants so powerful a dweomer. Certainly, deities are employing magic of a slightly higher level, but that is dealt with in a manner which prevents game imbalance. Do yourself a favor and avoid all such fringe products. In the long run, your players will thank you for it.

Next: Illusionist spells

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by Gary Gygax

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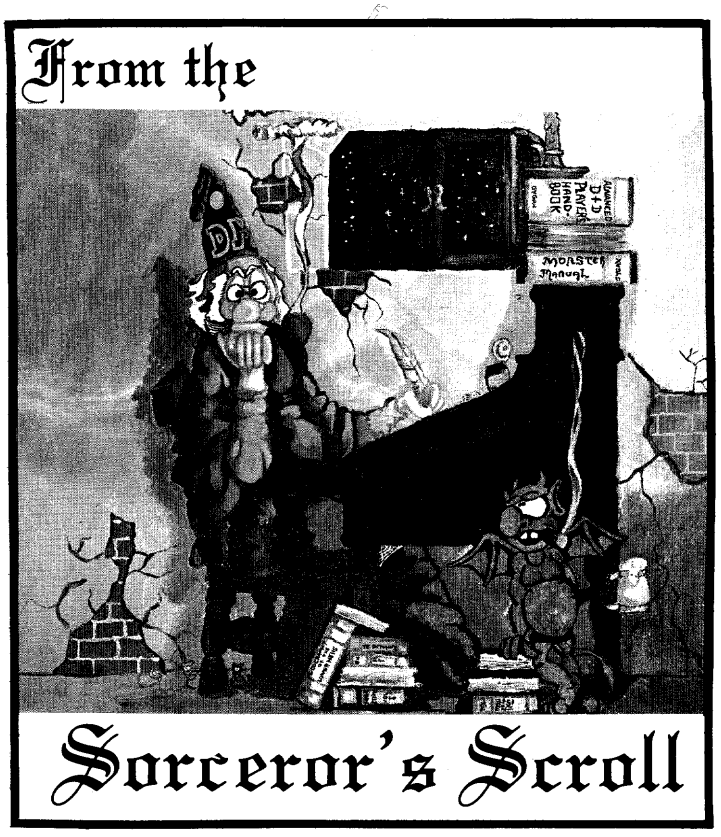
When the cantrips for illusionists and magic-users were delivered (issues #59-61), I promised that spells would follow thereafter. Well, as usual, various and sundry things interposed themselves, and I do apologize for the delay. Here, without further ado, are the new illusionist spells developed to date for inclusion in the ADVANCED DUNGEONS & DRAGONS® expansion volume:

No.	1st Level	2nd Level	3rd Level
13	Chromatic Orb	Alter Self	Delude
14	Phantom Armor	Fascinate	Phantom Steed
15	Read Illusionist Magic	Ultravision	Phantom Wind
16	Spook	Whispering Wind	Wraithform

	4th Level	5th Level	6th Level
9	Dispel Magic	Advanced Illusion	Death Fog
10	Rainbow Pattern	Dream	Mirage Arcane
11	Solid Fog	Magic Mirror	Mislead
12	Vacancy	Tempus Fugit	Phantasmagoria

	7th Level
7	Shadow Walk
8	Weird



SPELL EXPLANATIONS

Chromatic Orb (Alteration-Evocation)

Level: *1*
Range: *0*
Duration: *Special*
Area of Effect: *1 creature*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *Special*

Explanation/Description: The *chromatic orb* spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 3" (the longest distance the *chromatic orb* can be hurled). It is magical, and even creatures normally struck only by +5, +4, etc. magic weapons will be affected by the *chromatic orb* if it strikes. Magic resistance withstands this spell, of course. At 1" or closer, there is a +3 chance "to hit," at over 1" to 2" there is a +2 chance to strike the target, and from over 2" to the maximum 3" range the chance "to hit" is only +1. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means of this spell, although the hues below their level are always available should the choice be made to select a color not commensurate with level of experience. Colors and effects are shown on the table below:

Minimum Level of Spell Caster	Color of Orb Generated	Hit Points of Damage	Special Powers
1st	Pearly	1-4	light[1]
2nd	Ruby	1-6	heat[2]
3rd	Flame	1-8	fire[3]
4th	Amber	1-10	blindness[4]
5th	Emerald	1-12	stinking cloud[5]
6th	Turquoise	2-16	magnetism[6]
7th	Sapphire		paralysis[7]
8th	Amethyst	*(slow)*	petrifaction[8]
9th	Ashen	(paralysis)	death[9]

Notes on special powers:

[1] — Light equal to a *light* spell will be generated and persist for 1 round/level of the caster, and if the subject fails to save versus magic it will be blinded for the duration.

[2] — Heat from the ruby orb will melt up to 1 cubic yard of ice, and creatures not saving versus magic will suffer a loss of 1 point of strength and 1 point of dexterity for 1 round following being struck by the orb.

[3] — Fire from the orb will set aflame all combustibles within a 1' radius of the target, and unless the target saves versus magic an additional 2 points of fire damage will be suffered (except when protected from fire by magical or natural means).

[4] — The target subject will suffer blindness for 5-8 rounds unless a successful saving throw versus magic is made *(cure blindness* or *dispel magic* negates this effect).

[5] — A magical *stinking cloud* of 5' radius (around the target) is created when a successful hit is made, and the subject must save versus poison or else be helpless, and in any event will be helpless until leaving the area of the vapors (cf. *stinking cloud).*

[6] —The turquoise orb inflicts electrical damage, and if the target is wearing ferrous metal it will be magnetized for 3-12 rounds unless a saving throw versus magic is successful. Magnetized metal will stick fast to other magnetized metal items, and ferrous metal items not so affected will cling until pulled free.

[7] — Unless a saving throw versus paralyzation is made, the subject creature will be paralyzed for 5-20 rounds.

[8] — The subject creature will be turned to stone unless a saving throw versus petrifaction is made, and even if the save is made, the subject will be slowed for 2-8 rounds (cf. *slow* spell).

[9] — The subject creature will die unless a successful. saving throw versus death magic is made, and even if a save is made, the subject will be paralyzed for 2-5 rounds.

The material component of the spell is a gem of the appropriate hue, or else a clear crystal one (such as diamond). The gem can be as small (in value) as 50 gold pieces as long as its color is appropriate.

New spells for illusionists

Phantom Armor (Alteration/Illusion)

Level: *1*
Range: *Touch*
Duration: *Special*
Area of Effect: *1 person*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the illusionist creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (saves versus magic), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a *wand of negation* affects it. For each level of the spell caster, the *phantom armor* will absorb 1 point of damage delivered by a blow which would otherwise hit armor class 3. When the *phantom armor* has absorbed as many points of damage as the spell caster has levels of experience, it is dispelled and vanishes. Any remaining and all additional damage accrues to the person. Until gone, or disbelieved, the wearer is protected as if he or she were in plate mail (AC *3). Phantom armor* also allows a bonus of +1 on saving throws versus attack forms which would be similarly modified by magic armor. The dweomer in no way affects the movement or spell-casting ability of the wearer. The spell will not function with any other form of magical protection. The material component is a small plate of mithral (10 gp value) which disappears when the spell is cast.

Read Illusionist Magic (Divination) Reversible

Level: *1*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st level magic-user spell, *read magic* (q.v.), except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists. The material component(s) for the spell (and its reverse) are also the same as for *read magic* (and *unreadable magic).*

Spook (Illusion/Phantasm)

Level: *1*
Range: *0*
Duration: *Special*
Area of Effect: *1 creature within 1" of the illusionist*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: Neg.

Explanation/Description: A *spook* spell enables the illusionist to play upon natural fears to cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw versus magic is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible. Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the *spook* spell the creature is entitled to another saving throw, and each such saving throw is at a cumulative +1 per round, until the subject successfully saves versus magic and the spell is broken. In any event, the spell will function only against creatures with an intelligence of not less than 1.

Alter Self (Alteration/Illusion)

Level: *2*
Range: *0*
Duration: *3-12 rounds +2 rounds/level*
Area of Effect: *The illusionist*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist is able to alter himself or herself in a manner similar to a *change self* spell (q.v.). However, *alter self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly, but only at one-quarter the rate of speed of a true creature of that type.

Fascinate (Illusion/Phantasm)

Level: *2*
Range: *3"*
Duration: *Special*
Area of Effect: *1 creature*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its friendship, love, and/or obedience. The spell creates an illusion around the spell caster so that he or she becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw versus magic is successful, the subject will follow the illusionist wherever he or she goes, if possible without undue risk to life and safety. If the illusionist is able to converse with the *fascinated* creature, the subject will obey requests from the spell caster as long as a roll of 3d6 per request does not exceed the charisma of the illusionist. (Requests which are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6 to the dice roll.) The spell is shattered whenever charisma is exceeded, and the subject will certainly be filled with rage and hate. Creatures of normal sort with animal intelligence will remain *fascinated* for only a short period of time (1-4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of charisma of the illusionist that the subject will willingly choose to befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off. Non-intelligent creatures are not subject to a *fascinate* spell (cf. *charm person).*

Ultravision (Alteration)

Level: *2*
Range: *Touch*
Duration: *6 turns +1 turn/level*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: None

Explanation/Description: An *ultravision* spell makes it possible for the recipient to see light in the spectrum above violet. Normally, this power will not be useful underground where many of these light rays are screened out, but where ultraviolet light is plentiful, such as at night above ground, it is a very helpful power. Ultravision allows the viewer to see as if it were twilight, i.e. clearly to 10" distance, then hazily to about 30". (If ultraviolet light is partially screened, such as by very heavy cloud cover, then ultravisual capability is reduced to half range.) The material component of this spell is a powdered essence of carrots.

Whispering Wind (Alteration/Phantasm)

Level: *2*
Range: *Special*
Duration: *Special*
Area of Effect: *2' radius*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the illusionist is able to either send a message or cause some desired sound effect. The *whispering wind* can be prepared so as to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 3rd level illusionist could send the spell wafting 30' in a dungeon or as far as three miles outdoors. The *whispering wind* will be as gentle and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes — as it will do if the subject is beyond range, more than two hours of time have elapsed, or it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the *whispering wind* seem to be a faint stirring of the air which has a susurrant sound. He or she can likewise cause the *whispering wind* to move as slowly as 1" per round or as quickly as 20' (or any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments, regardless of its speed otherwise.

Delude (Alteration)

Level: *3*
Range: *0*
Duration: *1 turn/level*
Area of Effect: *The illusionist*
Components: *V, S*
Casting Time: *3 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of a *delude* spell the illusionist is able to substitute the aura of his or her own alignment for that of any other creature within a 3" radius, although the creature must be of higher than animal intelligence for the aura exchange to work. Any attempt to *know alignment* will discover only the aura (alignment) for which the illusionist has opted to exchange. A *detect good* or *detect evil* will detect this only of the substituted creature's aura. If *delude* is used in conjunction with a change *self* or alter self spell, the actual class of the illusionist will be totally hidden, and he or she will absolutely appear to be whatever class he or she has opted to appear as, for a saving throw (versus magic) applies only to the aura transfer.

Phantom Steed (Phantasm/Conjuration)

Level: *3*
Range: *Touch*
Duration: *6 turns/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist creates a quasi-real, horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All *phantom steeds* have black heads and bodies with gray manes and tails, and smoke-colored, insubstantial hooves which make no sound. Their eyes are milky-colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the dweomer is dispelled and the *phantom steed* disappears. A *phantom steed* moves at the rate of 4"/level of the spell caster. It has what seems to be a saddle and a bit and bridle, but it can not carry saddlebags and the like — only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

8th level: Ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to perform as if it were a pegasus.

Phantom Wind (Alteration/Phantasm)

Level: *3*
Range: 1"/level
Duration: *1 round/level*
Area of Effect: *1" broad path*
Components: *V, S*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: When this spell is employed, the illusionist creates a wind which can not only not be seen, but neither can it be felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog,* a *fog cloud,* a *cloudkill* cloud, etc.). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 1"/round, with the effects lasting the entire course of the path. Thus, the spell could, for example, be employed to move several sailed vessels, but the first affected by the wind would also be the one to move the furthest.

Wraithform (Alteration)

Level: *3*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *The illusionist*
Components: *S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the illusionist becomes insubstantial and can be hit only by magic weapons of +1 or better, or by creatures otherwise able to affect those struck only by +1 or better magic weapons. Undead of all sorts will ignore an individual in *wraithform,* believing him or her to be a wraith or spectre. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears and holds in his or her hands, as long as the spell persists. No form of attack is possible when in *wraithform,* except versus creatures which exist on the Ethereal Plane, where all attacks, both ways, are normal. *Dispel illusion* is the only way to force an illusionist in *wraithform* back to normal form. The spell caster can return to normal form at will. The material components for this spell are a bit of gauze and a wisp of smoke.

Dispel Magic (Abjuration)

Level: *4*
Range: *9"*
Duration: *Permanent*
Area of Effect: *3" cube*
Components: *V, S*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell, *dispel magic* (q.v.). Note that the illusionist casts the spell as if he or she were two levels below actual, i.e. a 9th level illusionist casts a dispel magic as if he or she were 7th level.

Rainbow Pattern (Alteration/Phantasm)

Level: *4* Components: *S, M*
Range: *1"* Casting Time: 4 *segments*
Duration: *Special* Saving Throw: *Neg.*
Area of Effect: *3" x 3" square area*

Explanation/Description: By means of this spell the illusionist creates a pastel, glowing, rainbow-hued band of interplaying patterns. The effect is the same as a *hypnotic pattern* (q.v.). However, once the *rainbow pattern* is cast, the illusionist need only gesture in the direction he or she desires, and the pattern of colors will move slowly off in that direction. It will persist without further attention from the spell caster for 1-3 rounds, and all creatures (up to 24 levels or hit dice) subject to the dweomer will follow the moving rainbow of light. The *rainbow pattern* will move away at a rate of 3" per round. The material components for the spell are a crystal or prism and a piece of phosphor.

Solid Fog (Alteration)

Level: *4* Components: *V, S, M*
Range: *3"* Casting Time: *4 segments*
Duration: *2-8 rounds + 1 round/level* Saving Throw: *None*
Area of Effect: *2 cubic" per level*

Explanation/Description: When this spell is cast the illusionist creates an area of fog similar to the *wall of fog* spell (q.v.). However, while these rolling, billowing vapors conform to a *wall of fog* in most respects, only a very strong wind can move them, and any creature attempting to move through the *solid fog* will progress at a rate of but 1' per 1" of normal movement rate per *round.* A *gust of wind* spell will not affect a *solid fog.* A *dispel magic* will affect it normally. A *fireball, flame strike,* or a *wall of fire* will burn it away in a single round. The material components for the spell are a pinch of dried and powdered peas combined with powdered animal hoof.

Vacancy (Alteration/Phantasm)

Level: *4* Components: *V, S, M*
Range: *1"/level* Casting Time: *4 segments*
Duration: *1 turn/level* Saving Throw: *None*
Area of Effect: *1" radius/level*

Explanation/Description: When a *vacancy* spell is cast, the illusionist causes an area to appear to be vacant, neglected, unused. Those who behold the area will see dust on the floor, cobwebs, dirt, or any other condition which would be typical of a long-abandoned place. If they pass through the area of spell effect, they will seemingly leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place will seem empty of what it actually contains. Merely brushing some invisible object will not cause the *vacancy* spell to be disturbed, and only forceful contact will allow any chance to note that all is not as it seems. The spell is a very powerful combination of advanced invisibility/illusion, but it can cloak only non-living things. Living things will not be invisible, but their presence does not otherwise disturb the spell. If forceful contact with a cloaked object occurs, those creatures subject to the dweomer will be able to penetrate the spell only if they discover several items which they can not "see"; each is then entitled to a saving throw versus magic. Failure indicates a belief that the objects only are invisible. A *dispel illusion* or *dispel magic* will remove the dweomer, so that the actual area can be viewed as it is in reality. The illusionist must have a square of finest black silk to effect this spell. This material component must be of not less than 100 g.p. value.

Advanced Illusion (Illusion/Phantasm)

Level: *5* Components: *V, S, M*
Range: *6" +1"/level* Casting Time: *5 segments*
Duration: *1 round/level* Saving Throw: *Special*
Area of Effect: *4 square" +1 square"/level*

Explanation/Description: This spell is essentially a *spectral forces* spell which operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the illusionist to concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audial, olfactory, and thermal components. If any viewer actively attempts to disbelieve the dweomer, he, she, or it gains a saving throw versus magic. If any viewer successfully disbelieves, and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus magic with a +4 bonus. The material components are a bit of fleece and several grains of sand.

Dream (Illusion/Phantasm/Alteration)

Level: *5* Components: *Special*
Range: *Special* Casting Time: *1 day*
Duration: *Special* Saving Throw: *Neg.*
Area of Effect: *Special*

Explanation/Description: A *dream* spell is a form of *limited wish,* but it has far more limited scope. The illusionist must actually find a comfortable place to rest, lie prone, compose his or her thoughts so as to concentrate upon the desired result, and then go to sleep. If he or she has an undisturbed sleep of not less than 8 hours duration, the *dream* magic will be effectuated in from 1 to 12 hours thereafter. Typical things which can be brought about by a *dream* are:

recovery of an individual's lost hit points
restoration of a body member such as a hand or foot
success in locating some object not heavily guarded by magic wards and protections
discovery of a means of ingress or egress
location of a safe path through a wilderness
approximate strength of enemy/opponent forces
improvement of chances for gaining a rich treasure

It must be noted that a *dream* is not an ultra-powerful spell, and the results of its casting must be strictly limited. The guide given above denotes the maximum capability of the casting of a *dream* spell. Results will never exceed these parameters on a permanent basis. If, for example, a dead companion, slain in a recent battle, were dreamed alive, he or she would remain living for but 1 turn per level of experience of the illusionist casting the spell. Thereafter, the dweomer would disappear, the companion would return to his or her previous state, and a more permanent form of magic would be needed to allow the lost individual to actually live fully again.

A *dream* cannot be affected by an *extension* or *permanency* spell. The illusionist can use this spell but once per week. If it is cast twice within the same week, the spell will absolutely fail the second time and the illusionist will age from 1-10 years.

Magic Mirror (Enchantment-Divination)

Level: *5* Components: *V, S, M*
Range: *Touch* Casting Time: *1 hour*
Duration: *1 round/level* Saving Throw: *None*
Area of Effect: *Special*

Explanation/Description: This spell is exactly the same as the fourth level magic-user spell of the same name. It uses the same material components, although if the illusionist casts *a vision* spell in place of the normal material components, the mirror will scry properly, although the *vision* spell will not function normally. *(Editor's note: A full description of this spell will be presented next issue, in the first of a two-part series on new magic-user spells.)*

Tempus Fugit (Illusion/Phantasm) Reversible

Level: *5*
Range: *Personal*
Duration: *5 turns/level*
Area of Effect: *1" radius*
Components: *V, S*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This powerful illusion affects the minds and bodies of all those within the area of the caster. The spell causes those affected to perceive the passage of time in a much faster manner. Thus, every turn (10 minutes) spent under the *tempus fugit* spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost. If desired, the spell caster can reverse the spell so that time is slowed for the individuals. Thus, an hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed.

Death Fog (Alteration-Evocation)

Level: *6*
Range: *3"*
Duration: *1-4 rounds +1 round/level*
Area of Effect: *2 cubic"/level*
Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *None*

Explanation/Description: The casting of a *death fog* creates an area of *solid fog* (q.v.) which has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die — grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a *death fog:*

1st round: 1 point
2nd round: 2 points
3rd round: 4 points
4th & succeeding rounds: 8 points

The characteristics of a *death fog* are otherwise the same as a *solid fog.* The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals).

Next issue:
New M-U spells

Mislead (Illusion/Phantasm)

Level: *6*
Range: *1"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When a *mislead* spell is cast by the illusionist, he or she actually creates a phantasmal double at the same time he or she is cloaked by *improved invisibility* magic. The illusionist is then free to go elsewhere while his or her phantasm seemingly moves away. The spell allows the phantasm of the illusionist to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *detect illusion, true seeing,* or *true sight* spell, or a *gem of seeing* will reveal the illusion for what it is, and a *detect invisibility, true sight,* or *true seeing* spell, or a *gem of seeing* or *robe of* eyes will detect the invisible illusionist (cf. *shadow door).*

Phantasmagoria (Illusion/Phantasm)

Level: *6*
Range: *6"*
Duration: *1 round/level*
Area of Effect: *4 square" +1 square"/level*
Components: *V, S*
Casting Time: *6 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist prepares a special form of *spectral forces* spell which is triggered by some special action. The *phantasmagoria* typically includes a full visual, audial, olfactory, and touch illusion which involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe they are so doing or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, *phantasmagoria* must always involve the illusion of something falling or rushing, or a dwindling prospective.

Mirage Arcane (Illusion/Phantasm - Alteration)

Level: *6*
Range: *1"/level*
Duration: *Special*
Area of Effect: *1"/level radius*
Components: *V,S,M (optional)*
Casting Time: *3 or 6 segments*
Saving Throw: *None*

Explanation/Description: The dweomer of this spell is similar to that of the *vacancy* spell, only it is more powerful and elaborate. *Mirage arcane* is also similar to the *mirage* cantrip (issue #61). The spell enables the caster to make an area appear to be something other than it is. The illusionist is able to make it appear as whatever he or she envisions. The spell will remain as long as the caster maintains a faint concentration upon it, and even after this is no longer held the spell will persist for a total of 6 turns plus 1 additional turn for each experience level of the caster. (Note: Faint concentration can be maintained during normal conversation but not while spell casting, in melee, or if harmed by an attack.) In all cases the *mirage arcane* must be of some place the illusionist has actually seen personally. If he or she actually has a small bit of anything connected with the place envisioned to create the spell, then it takes on a form of reality. In its basic form, where casting time is but 3 segments, forceful contact and tactile discovery are necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, and 6 segments of casting time are expended, detection is possible only by some magical means, whether device, item, or spell. Either form of *mirage arcane* is subject to *dispel illusion* or *dispel magic.* As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body. Conversely, belief cannot usually affect the laws of nature and magic. However, under the influence of this spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water which was cooling his feet, dine upon imaginary food and actually be nutritionally satisfied, or rest comfortably upon a bed of sharp stones, thinking it to be a featherbed. Gravity, for instance, is not affected by the dweomer, so that an envisioned bridge spanning a deep chasm will *not* support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual. They will in no way connect it with an illusion unless they are otherwise aware of some magic at work.

Shadow Walk (Illusion-Enchantment)

Level: *7*
Range: *Touch*
Duration: *6 turns/level*
Area of Effect: *Special*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: In order to effectuate a *shadow walk* spell, the illusionist must be in an area of heavy shadows. The caster and any creatures he or she touches will then be transported to the edge of the Prime Material Plane where it borders the plane of Shadow. In this region the illusionist can move at a relative rate of up to 7 leagues per turn, moving normally on the borders of the Shadow Plane but aware of his or her position relative to the Prime Material Plane. Thus, rapid travel can be accomplished by stepping from the Shadow Plane to the Prime Material Plane, with the destination controlled by the illusionist. The shadow walk spell can also be used to travel to other planes which border on the Shadow Plane, but this requires a rather perilous transit of the Shadow Plane to arrive at a border with another plane of reality. Any creatures touched by the illusionist when *shadow walk* is cast will also make the transition to the borders of the Shadow Plane. They may opt to follow the illusionist, wander off into Shadowland, or stumble back onto the Prime Material Plane (50% chance for either result if they are lost or abandoned by the illusionist).

Weird (Evocation **—** Illusion/Phantasm)

Level: *7*
Range: *3"*
Duration: *Special*
Area of Effect: *2" radius*
Components: *V, S*
Casting Time: *7 segments*
Saving Throw: *Special*

Explanation/Description: When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to save versus magic will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the *weird* caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it.

General notes on spells

To utilize these spells—and they *are* official —simply adjust the type of die used to determine random spells. This can apply to initially known spells, those otherwise available, or those found in scrolls or books.

As a final note, I would have liked to have been able to add still more illusionist spells, but to devise a dozen for each of the first three levels, another dozen for each of the next three, and four for the 7th is just too demanding on time and energy! There might be more included in the book, or there might be only what you have read here. It all depends on what transpires over the next few months. Meanwhile, I do hope you will have fun with this offering. *(Editor's note: See the following page for a last-minute addition concerning starting spells for illusionists.)*

WEAPON SPECIALIZATION

In the course of a recent visit from Len Lakofka, wherein we were principally discussing cleric and druid spells, the subject of Len's unofficial "archer" sub-class came up. I concurred with Len's position that a bowman, shaft readied, target at "point blank" range, was formidable. I agreed that the game as it now stands does not reflect such threat. We then discussed how to mesh the concept with the AD&D™ game system, and *weapon specialization* arose as the answer. We discussed use of any form of bow by a fighter or ranger. Certain conclusions were arrived at. However, after reflecting on the matter for some time, it became obvious to me that we did not go far enough in one case, and we went too far in another! Fighters have too long been the last-choice class, the group who posed the least threat. This does not apply to paladins, rangers, or the new barbarian sub-class either; these all have abilities and powers far beyond the mundane world of a fighter. Therefore, *weapon* specialization applies only to fighters, excluding all sub-classes.

Fighters have the option to select one — and only one — weapon to become associated with ever afterwards. This option is known as *weapon specialization.* To become specially proficient with one weapon, the character must elect to do so immediately. That is, as the fighter is being created, the player must state that the character has been specially trained in the use of a single weapon. Furthermore, the weapon with which the character is to be specially proficient must likewise be decided upon at the onset of character creation.

Weapon specialization requires that the fighter give up the use of initial proficiency in one or two other weapons. The fighter class is normally allowed initial proficiency in 4 weapons. If the player/character opts to use *weapon specialization,* then this reduces the initial number of weapons in which the fighter can have proficiency, because he or she spent much additional time specializing in a particular weapon.

Bows other than crossbows require triple weapon proficiency, so that the character can have such a bow as a *weapon specialization* and but one other weapon of proficiency.

All other weapons require double weapon proficiency, so that the specialized weapon and two proficient weapons can be possessed by the fighter.

In either case, remember that the character must choose which weapon he or she will specialize in prior to commencing active play. Weapons are selected according to the tables, and the campaign availability as dictated by the DM.

Effects of weapon specialization

Weapon specialization gains the following advantages:

Bows: Archers with composite, long, or short bows are entitled to a "point blank" range category. This range is from 6' to 30'. At this range, any arrow loosed will gain a +2 "to hit" probability and inflict double damage, including the +2 factor. These bonuses are in addition to any others for dexterity, strength, or magic. Furthermore, if the bowman has his arrow nocked, shaft drawn, and target sighted, he or she is entitled to loose that arrow prior to any initiative check. It is thus possible for such an archer to get off two or even three arrows prior to receiving any return attack.

At *short range* the specialist is allowed a +1 bonus both "to hit" and on damage. This bonus is likewise in addition to any others which might apply.

The *fire rate* of the specialist in archery increases with experience, just as the number of attacks per melee round increases. Thus, at 7th level the specialist gains not only additional melee attack power but also an additional arrow. The rate of fire for a specialist of 1st-6th level is 2 per round; from 7th-12th level the rate is increased to 3, and at 13th level and higher a specialist can get off as many as 4 shots per round.

Crossbows: All forms of crossbows have a "point blank" range of from 6' to 60'. Otherwise, they receive the same bonuses as other bows, including double damage at point blank range. The same is true of bonuses at short range, being +1 "to hit" and on damage. Also, at medium range crossbows gain a +1

"to hit" bonus, but no damage bonus, when employed by a specialist. Naturally, the *fire rate* of a crossbow is not nearly as great as that of other sorts of bows, but the specialist is able to increase it by half steps: From 1st-6th level the rate of fire is 1/2 per round for a heavy crossbow, 1 per round for a light crossbow; from 7th-12th level, the rates are 1 per round (heavy) and 1½ per round (light); and at 13th level and higher they increase to 1½ (heavy) and 2 (light).

All other weapons: Specialization in any other weapon, including such missile weapons as slings, gain the specialist the following bonuses and advantages:

— Use of the weapon is at +1 "to hit" bonus and at +2 damage bonus.

— Number of attacks per melee round is one-half attack greater than shown on the table, so that at 1st-6th level, the fighter using his or her specialization weapon gets three attacks every two rounds (3/2); at 7th-12th level it goes to two attacks per round (2/1), and at 13th level and higher it goes to five attacks every two rounds (5/2). In the case of weapons which already have a greater rate of fire than this, simply add 1 to that rate for each category, initially and successively. (In dart specialization, the rate of fire would be 4, then 5, then 6 per round at 13th level or higher, for instance.)

As usual, there is no restriction regarding the use of magical weapons with *weapon specialization.* Strict categorization is most necessary, however; the specialist must be a longswordsman, not just a swordsman.

DUELING IN THE DARK

This has nothing to do with weapon specialization, but it is also an important point. Nowhere in the game system are the effects of darkness on combat noted. Here are the facts:

— If the opponent cannot be seen, then attacks are at the standard penalty for invisible opponents, -4.

— If the opponent is vaguely discernible, let us assume as a faint blur or a darker shape against the background, then attacks are at a penalty of -2.

— *Faerie fire* is effective only when outlining opponents fought in poor light conditions, conditions typical of an underground setting with illumination only from torches, lanterns, and magic weapons. In daylight, or in an area lighted by a spell such as *light,* the outlining effect of the spell is lost, and bonuses "to hit" do not apply.

CRITICISM AND COMMENTARY

From time to time I have used this column to pass along information and various forms of commentary. "Last minute" items are usually added here (because I am ahead by several months sometimes). I hope to be able to maintain such a forum as a regular feature of the column.

Evidently some months ago some gamer wrote a critical piece for a competing publication. The individual apparently had a number of unpleasant things to say about the DEITIES & DEMIGODS™ Cyclopedia. I picked up on the tail end of it by reading a letter of agreement over the name of a disgruntled ex-TSR game designer. I preface my further remarks by this following fact: This same individual was responsible for the dungeon random encounter tables in the FIEND FOLIO™ Tome which includes the catoblepas as a Level X monster. I need not detail some of the other errors which somehow slipped through under this same individual's expert editing.

This capable and knowledgeable individual suggests that data on the deities is insufficient for usefulness in an AD&D™ campaign. That religion, being so much a part of our real history, must likewise play a part in your campaign, J. R. R. Tolkien did not agree, for he wrote many pages without mention of religion. Most of the heroic fantasy and swords &sorcery books written do not feature any particular religious zeal on the part of their protagonists. Consider Conan, Fafhrd and Grey Mouser, Harold Shea, and the list goes on and on. I do not agree that it needs be a significant part of the campaign. As AD&D™ games depend on participant input for their character, the detailing of deities and those who serve them is strictly a part of the *role playing* aspect of the game. Must all evil characters sound sinister? Does an elf have to be flighty? Need a ranger be lugubrious? Actually, the game system tells you what is necessary for a campaign, but how the campaign is role-played is strictly up to the DM and players.

The learned critics' viewpoints notwithstanding, the DEITIES & DEMIGODS book is an excellent fact compendium from which the DM can build a pantheon — drawn from the material presented or merely based on the ideas presented therein. Development of ideologies, rites, dogma, and so forth is purely a matter for the DM — with active participation of players, naturally. It is nothing which we desire to force upon players, nor will we. How a game is role-played is a matter of choice.

I instructed the authors of the work on the detail that should be presented to DMs in the Cyclopedia. I occasionally make use of it, principally when the players are in another (alternate) world. As it is, I can then flesh it out by adding my own conceptions. It fits *my* campaign and the temper of my players. The various deities used in the Greyhawk campaign will soon appear in the pages of this magazine. They are a bit more detailed because they are *part* of an actual campaign, not merely raw data upon which to build a campaign. If, as a DM, you want someone else to do all of your creative thinking for you, by all means shun the DEITIES & DEMIGODS book. Creative folk who have a desire to employ some imagination in their gaming are directed to that useful work.

The goings-on around TSR have been something to see of late. The operation in Lake Geneva is spread out over some six locations. We hope to have the main building, a place of about 100,000 square feet of space, in full operation soon. Then the majority of our personnel will be under one roof. We are being very careful with planning and control, so you all will benefit soon by the frequent and regular release of new games, playing aids, and so forth. Also during this recent time period, we have acquired AMAZING™ Magazine, a craft company, and the assets of SPI. Those of you who enjoy military simulations and the like can expect to see four re-issued or new SPI games every month starting this fall. Look for both S&T™ and ARES™ Magazines back in print from Dragon Publishing soon, too! We have also been at work setting up an Entertainment Media Division to handle the movie now being written, and other like projects now in various stages of planning and discussion.

ACQUISITION OF MAGIC-USER SPELLS, ILLUSIONISTS

Illusionists begin with a limited book of spells, just as do regular magic-users. The spells available are divided into three groups; one from each group will be known by the beginning illusionist. The illusionist always has *read illusionist magic.* The spell groupings are:

	Offensive	**Defensive**	**Miscellaneous**
1.	*Color spray*	*Audible glamer*	*Change self*
2.	*Hypnotism*	*Darkness*	*Dancing lights*
3.	*Light*	*Gaze reflection*	*Detect illusion*
4.	*Phantasmal force*	*Wall of fog*	*Detect invisibility*
5.	*Chromatic orb*	*Phantom armor*	(choose)
6.	*Spook*	(choose)	(choose)*

* — The DM has three options which can be used here:

1) allow an additional (5th) miscellaneous spell, or

2) allow reselection of an offensive spell, this time by the player's choice rather than by a die roll, or

3) simply assume that the roll means nothing more than choice of a miscellaneous spell, just as a 5 does.

Spells from this work were added to the list of initial spells because of the limited number of illusionist spells originally given in the Players Handbook. You will note that this has not been done for magic-users of the original sort, as that class already has sufficient numbers of spells to select from.

New magic-user spells

by Gary Gygax

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As with illusionists (see last issue), magic-users also have a fair number of new spells which will be delineated in the upcoming ADVANCED DUNGEONS & DRAGONS® Expansion volume. There are currently 62 of these new magicks, divided so as to allow random discovery/determination. These spells are given hereafter, and they are substantially in the same form as they will appear when the book is published.

MAGIC-USERS

Number	1st Level
31	Alarm
32	Armor
33	Firewater
34	Grease
35	Melt
36	Mount
37	Precipitation
38	Run
39	Taunt
40	Wizard Mark

Number	2nd Level	3rd Level	4th Level
25	Bind	Cloudburst	Dispel Illusion
26	Deeppockets	Detect Illusion	Evard's Black Tentacles
27	Flaming Sphere	Item	Leomund's Secure Shelter
28	Irritation	Material	Magic Mirror
29	Melf's Acid Arrow	Melf's Minute Meteor	Otiluke's Resilient Sphere
30	Preserve	Secret Page	Shout
31	Tasha's Uncontrollable Hideous Laughter	Sepia Snake Sigil	Stoneskin
32	Whip	Wind Wall	Ultravision

(Editor's note: The listings and descriptions for new magic-user spells of levels 5-9 will be published next month, in issue #68 of DRAGON™ Magazine.)

SPELL EXPLANATIONS

Alarm (Evocation)

Level: *1* Components: *V, S, M*
Range: *1"* Casting Time: *1 round*
Duration: *2-8 turns +1 t./level* Saving Throw: *None*
Area of Effect: *Up to 20 sq. ft./level*

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume and/or over about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1 segment and then cease. While undead creatures will not cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm.* The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration)

Level: *1* Components: *V, S, M*
Range: *Touch* Casting Time: *1 round*
Duration: *Special* Saving Throw: *None*
Area of Effect: *1 creature*

Explanation/Description: By means of this spell, the magic-user creates a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally higher than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by +1, i.e. AC 8 becomes 7,7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points +1 point per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic-user of 2nd level or higher, it would be dispelled. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the dweomer.

Note: This spell will not function in conjunction with protective magic devices other than a *ring of protection.* The material component is a piece of finely cured leather which has been *blessed* by a cleric.

Firewater (Alteration)

Level: *1* Components: *V, S, M*
Range: *1"* Casting Time: *1 segment*
Duration: *1 round* Saving Throw: *None*
Area of Effect: *1 pint of water/level*

Explanation/Description: By means of this spell, the magic-user changes a volume of water to a volatile, inflammable substance similar to alcohol. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Creatures subject to *firewater* flame will suffer 2-12 hit points damage. *Firewater* will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin.

Grease (Evocation)

Level: *1* Components: *V, S, M*
Range: *1"* Casting Time: *1 segment*
Duration: *Permanent* Saving Throw: *Special*
Area of Effect: *1 sq. ft./level*

Explanation/Description: A grease spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon it will have to save versus petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot—a

rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, a saving throw versus magic must fail for the *grease* spell to be effective. The material component of the spell is a bit of pork rind, butter, or other greasy material.

Melt (Alteration)

Level: *1* Components: *V, S, M*
Range: *3"* Casting Time: *1 segment*
Duration: *1 round/level* Saving Throw: *Special*
Area of Effect: *1 cubic yard/level — double if snow*

Explanation/Description: When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. The *melt* spell is not generally effective against creatures which are not composed of para-elemental cold or which employ extreme cold. However, against such monsters as white dragons, winter wolves, yeti and the like, a *melt* spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its saving throw versus magic. The material components for a *melt* spell are a few crystals of rock salt and a pinch of soot.

Mount (Conjuration/Summoning)

Level: *1* Components: *V, S, M*
Range: *1"* Casting Time: *1 round*
Duration: *12 turns + 6 turns/level*
Area of Effect: *1 creature* Saving Throw: *None*

Explanation/Description: By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" *mount* if he or she so desires. Available *mounts* are these:

1st — 3rd level: mule or light horse
4th — 7th level: draft horse or warhorse
8th — 12th level: camel
13th level & up: elephant (and houda at 18th level)

The *mount* will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4th level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured.

Precipitation (Alteration)

Level: *1* Components: *V, S, M*
Range: *1"/level* Casting Time: *1 segment*
Duration: *1 segment/level* Saving Throw: *None (& special)*
Area of Effect: *3" diam. cylinder up to 72" high*

Explanation/Description: When this spell is cast, all water vapor in the atmosphere in the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue only for as many segments of time as the spell caster has levels of experience. As only some 1/100th of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.
Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.
Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.
Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward; after 5 segments the surface will also be wet.
Porous surfaces and materials will simply absorb the, rain to their entire capacity.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 31° and 33°F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most of the dampness/wetness effect will be negated until the snow melts. If magical heat of a large area is applied to *precipitation,* i.e. a *wall of fire, fireball, flame strike,* etc., a cloud of warm fog of double the area of effect of the precipitation will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. Very hot creatures such as salamanders will suffer 1 point of damage in every segment during which they are within the area of effect of the spell. Such creatures are entitled to a save versus magic. The material component of the spell is a pinch of silver dust.

Run (Enchantment)

Level: *1* Components: *V, S, M*
Range: *Touch* Casting Time: *1 round*
Duration: *5-8 hours* Saving Throw: *None*
Area of Effect: *Special (humans, demi-humans only)*

Explanation/Description: The *run* spell enables the recipient

to run at full speed for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to *run;* at 6th, three; etc. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant.

Taunt (Enchantment)

Level: *1* Components: *V,S*
Range: *3"* Casting Time: *1 round*
Duration: *instantaneous* Saving Throw: *Neg.*
Area of Effect: *2 levels or hit dice/level*

Explanation/Description: A *taunt* spell enables the caster to jape and jeer effectively with respect to any creature with an intelligence of 2 or greater. The spell's dweomer gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to save versus magic, the *taunt* spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, i.e. they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Only one sort of creature can be affected by a *taunt* spell. It affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnolls were being taunted by a 10th level magic-user, the foremost 10 would be subject to the spell first, even though the spell caster might prefer to affect the gnollish shaman at the rear of the group.

Wizard Mark (Alteration)

Level: *1* Components: *V, S, M*
Range: *Touch* Casting Time: *1 segment*
Duration: *Permanent* Saving Throw: *None*
Area of Effect: *1 square foot*

Explanation/Description: When this spell is cast the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, *detect magic* will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility, true seeing, true sight,* a *gem of seeing,* or a *robe of* eyes will likewise note an invisible *wizard mark.* The material components for the casting of this spell are a pinch of diamond dust (about 50 gold pieces worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his or her digit.

Bind (Alteration/Enchantment)

Level: *2* Components: *V, S, M*
Range: *3"* Casting Time: *2 segments*
Duration: *1 round/level* Saving Throw: *None*
Area of Effect: *Special*

Explanation/Description: When this spell is employed, the magic-user causes any rope-like object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50' of normal rope (1 inch diameter), plus 5' per level of the spell caster, can be affected. Reduce length proportionately when diameter increases, and increase length by 50% when diameter is halved. The commands possible to give under a *bind* spell are: Coil; *Coil & Knot; Loop; Loop & Knot; Tie & Knot;* and the reverses of all of the above. The rope or other rope-like object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the rope-like object can, of course, interact with it as if it were a normal object; the dweomer does not cause the rope to have magical properties beyond its ability to obey commands. (Cf. *Rope of climbing, rope of entanglement.)*

Deeppockets (Alteration/Enchantment)

Level: *2* Components: *V, S, M*
Range: *Touch* Casting Time: *1 turn*
Duration: *24 turns + 6 turns/level*
Area of Effect: *1 garment* Saving Throw: *None*

Explanation/Description: This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300 gold pieces value) is fashioned so as to contain numerous pockets. One dozen is the minimum number. The *deeppockets* spell then makes 1 of these pockets able to hold 1,000 gold pieces weight (5 cubic feet volume) as if it were only 100 gold pieces weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100 gold piece weight capability (1/2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000 gold piece minimum cost), 100 pockets can be dweomered to contain 10 gold pieces weight each, and hold 1/6 cubic foot volume each. If the spell duration expires while there is material within enchanted pockets, the material vanishes — lost forever. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Flaming Sphere (Alteration-Evocation)

Level: *2* Components: *V, S, M*
Range: *1"* Casting Time: *2 segments*
Duration: *1 round/level* Saving Throw: *Neg.*
Area of Effect: *6' diameter sphere*

Explanation/Description: A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 1" distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as long as these barriers are not over 4' tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5' radius of the sphere's center must save versus magic or else take the indicated damage. The *flaming sphere* moves at a rate of 1"/round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Irritation (Alteration)

Level: *2* Components: *V, S, M*
Range: *1"/level* Casting Time: *2 segments*
Duration: *Special* Saving Throw: *Neg.*
Area of Effect: *1 creature*

Explanation/Description: An *irritation* spell affects the epidermis of the subject creature. Creatures with very thick or insensitive skins are basically unaffected by the dweomer. (Examples are buffalo, elephants, scaled creatures, etc.) There are

two versions of the spell, either of which can be cast from the standard preparation:

Itching — When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this irritated area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its "to hit" probability by 2.

Rash — When a rash is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to break out in red welts which faintly itch. The *rash* will persist until either a *cure disease* or *dispel magic* is cast upon it. It lowers charisma by 1 point per day until four days have passed, i.e. maximum loss of charisma is 4 points. After one week, the subject's dexterity is lowered by 1 point also: Symptoms vanish immediately upon the removal of the *rash,* all statistics returning to normal.

The material component for this spell is powdered leaf from poison ivy, oak, or sumac.

Tasha's Uncontrollable Hideous Laughter (Evocation)

Level: *2*
Range: *5"*
Duration: *1 round*
Area of Effect: *1 creature*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *Special*

Explanation/Description: This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the dweomer is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable hideous laughter. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its strength on the 3rd and 4th rounds following the spell casting. The saving throw depends on the intelligence of the creature. Creatures with intelligence of 3 or less are totally unaffected. Those with intelligence of 4-8 have no saving throw; those with intelligence of 9-12 save at -4; those with intelligence of 13-15 save at -2; and those with intelligence of 16 or greater gain normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster.

Melf's Acid Arrow (Evocation)

Level: *2*
Range: *3"*
Duration: *Special*
Area of Effect: *One target*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a +1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only +1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (1' diam. area of effect, 2-8 hit points damage, plus item saving throw). The acid's strength increases by one round of damage for every 3 levels of magic use above 3rd, so that double damage will occur over two rounds if the spell cast is from a 4th-6th level magic-user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf and adder stomach.

Preserve (Abjuration)

Level: *2*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One-half cu. ft./level of the spell caster*
Components: *V, S, M*
Casting Time: *2 rounds*
Saving Throw: *None*

Explanation/Description: A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the dweomer is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is otherwise effectual. The sort of material which can be treated by a *preserve* spell depends upon the level of the caster:

Hard, relatively dry material: 2nd-4th level
Soft, relatively wet material: 5th-7th level
Semi-liquid and liquid materials: 8th level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.

Whip (Evocation)

Level: *2*
Range: *1"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user creates a material, whip-like substance up to 1" distant from his or her person. The spell caster can then wield this *whip* by moving his or her hand as if it held an actual one, for the magical one will respond to the movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each turn. The sound alone is sufficient to keep normal animals at bay unless they save versus magic. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus magic at -1 to -4 or else slink away and not return for at least an hour. Note that the *whip* does not do actual damage to the creature struck. Creatures with intelligence above 3 are not affected, nor are giant-sized animals above about bear-size, nor are monsters. The *whip* can also be used in melee combat, a successful "to hit" roll indicating that the lash has struck and wrapped around an opponent's weapon. If the *whip* saves versus *crushing blow* (13 or better), if the weapon is edged, or versus *normal blow* (6 or better), if the weapon is non-edged, the *whip* will tear it from the opponent's hand unless a saving throw versus magic succeeds. Magic bonuses of affected weapons reduce dice score to save versus blows (Magic resistance must fail to make a "to hit" possible). The material component of the spell is a small bit of silk braided so as to form a miniature whip.

Cloudburst (Alteration)

Level: *3*
Range: 1"/leve/
Duration: *1 round*
Area of Effect: *3" diam. cylinder up to 6" high*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None (& special)*

Explanation/Description: By means of this spell, the caster causes the atmosphere to instantly precipitate all of its water vapor into huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated as rain. The *cloudburst* will effectively drench everything within its area of effect within 1 segment, for its rain will fall at the rate of 1/10th inch per segment, or one inch of rainfall in 1 round. (Cf. *precipitation* spell.) All normal fires within the area of effect will be

(Turn to page 54)

New magic-user spells

(Continued from page 9)

extinguished by *a cloudburst,* small ones instantly, medium ones in 3-5 segments, large ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst,* with the following general rules applying: Permanent magical fires will relight in 1-2 rounds. Small, rekindlable magic fires such as that of a *flame tongue* sword will be affected only during the actual *cloudburst.* Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball, flame strike, wall of fire,* etc. will, in the course of being extinguished, vaporize the rain; a cloud of steam of quadruple area of effect volume will be created. This steam will inflict 1-3 points of damage on normal creatures within its area, double damage on cold-dwelling or cold-using creatures. It will persist for 2-5 rounds, half that if a breeze is blowing, 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 31° and 33° F., sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst,* with one inch of snow falling per segment. Whether the *cloudburst* falls as rain, sleet, or snow, very hot creatures not saving versus magic within the area of the spell will suffer 10 points of damage, plus 1 point of additional damage for every segment they remain within the *cloudburst* area. The material components for the spell are powdered silver and powdered iodine crystals.

Detect Illusion (Divination)

Level: *3* Components: *V, S, M*
Range: *Touch* Casting Time: *3 segments*
Duration: *2 rounds + 1/level* Saving Throw: *#one*
Area of Effect: *Line of sight 1" wide, 1"/level long*

Explanation/Description: This spell is exactly the same as the 1st level illusionist spell *detect illusion* (q.v.) except with regard to duration, as shown above.

Item (Alteration)

Level: *3* Components: *V, S, M*
Range: *Touch* Casting Time: *3 segments*
Duration: *6 turns/level** Saving Throw: *Special*
Area of Effect: *2 cu. ft./level of the spell caster*
* — Non-living material allow quadruple duration.

Explanation/Description: By means of this spell, the magic-user is able to touch any normal, non-magical item of a size appropriate to his or her area of effect and cause it to shrink to one-twelfth its normal size. Optionally, the caster can also change its now-shrunken composition to a cloth-like one. Only living things are entitled to a saving throw versus magic, but each such save is at +4 Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by word of command from the original spell caster. *Note:* It is possible to affect a fire and its fuel with this spell.

Material (Evocation-Conjuration)

Level: *3* Components: *V, S*
Range: *1"* Casting Time: *1 round*
Duration: *Permanent* Saving Throw: *None*
Area of Effect: *1* cu. *ft./level*

Explanation/Description: A *material* spell allows the magic-user to actually bring into being certain common things. There is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or non-living materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure. The base chance is modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a *material* spell. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation/Alteration)

Level: *3* Components: *V, S, M*
Range: *1"/level* Casting Time: *5 segments*
Duration: *Special* Saving Throw: *None*
Area of Effect: *1 target per missile*

Explanation/Description: This spell is unusual in two respects. First, the dweomer enables the caster to cast small globes of fire which burst into a 1 ft. diameter sphere upon impact, inflicting 1-4 points of damage upon the target creature — or otherwise igniting combustible materials (even solid planks); and this ability continues from round to round until the caster has fired off as many of these "meteors" as he or she has levels of experience, until he or she decides to forego casting any additional still remaining, or until a *dispel magic* spell is successfully cast upon the magic-user. Second, once *Melf's Minute Meteors* is cast, the magic-user has the option to discharge the available missiles at the rate of 1 every 2 segments, as desired, or 1 every round (beginning with the initial round of casting).

In the first option, the caster must point at the desired target on the 2nd segment of the round the spell was cast, and a missile will be discharged. This process is repeated every 2 segments thereafter until all of the missiles are so released. Naturally, this usually will mean that the spell actually carries over into at least the following round.

Similarly, if the second option is chosen, the magic-user can withhold or discharge missiles as he or she sees fit. This option also has the benefit of enabling the spell caster to actually discharge one of the "meteors" and conjure some other spell as well. The additional spell must be of such a nature as to not require the continuing concentration of the spell caster, or else he or she will involuntarily forego the casting of any further missiles from the original spell. However, considering that the magic-user will have had the opportunity to have discharged a missile and cast a spell in the same round is of such benefit that the potential loss is not of concern. (Note that if the magic-user fails to maintain an exact *mental* count of the number of missiles he or she has remaining, this is an unfailing indication that he or she has involuntarily foregone the remaining portion of the spell.)

The components necessary for the casting of this dweomer are nitre and sulphur formed into a bead by the admixture of pine tar, and a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gold pieces to construct, so fine is its workmanship and magical engraving, but it remains potent throughout numerous castings of the spell — unless damaged by accident or abuse.

Secret Page (Alteration)

Level: *3* Components: *V, S, M*
Range: *Touch* Casting Time: *1 turn*
Duration: *Until dispelled* Saving Throw: *None*
Area of Effect: *1 page of any size up to 2 ft. square*

Explanation/Description: When cast, a *secret page* spell al-

ters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its secret page form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic,* but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic.* The material component of the spell is powdered herring scales.

Sepia Snake Sigil (Conjuration/Summoning)

Level: *3*
Range: *½"*
Duration: *Special*
Area of Effect: *1 sigil*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called *sepia snake* springs into being and strikes at the nearest living creature. Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the dweomer. If it is successful in striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the dweomer or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. If the *sepia snake* misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke which is 1" in diameter and lasts for 1 round. The three applications are: 1) as a glowing sigil in the air drawn by the spell caster and pointed at the intended target; 2) as a glyph of umber marked on some surface; and 3) as a small character written into some magic work to protect it. The components for the spell are 100 gold pieces worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Dispel Illusion (Abjuration)

Level: *4*
Range: *½"/level*
Duration: *Permanent.*
Area of Effect: *Special*
Components: *V, S*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 3rd-level illusionist spell of the same name. However, the magic, user attempting to dispel the illusion is considered at *two* levels below his actual level with respect to illusion-phantasm types of spells cast by an illusionist.

Wind Wall

Level: *3*
Range: *1"/level*
Duration: *1 round/level*
Area of Effect: *An area 1" wide and ½" high per level of caster*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *Special*

Explanation/Description: This spell brings forth an invisible curtain of wind of considerable strength — sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw versus magic determines grasp.) Normal insects. can't pass such a barrier. Loose material, even cloth garments, caught in a

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wind wall will fly upward. The material components are a tiny fan and a feather of exotic origin.

Evard's Black Tentacles (Conjuration/Summoning)

Level: *4*
Range: *3"*
Duration: *1 round/level*
Components: *V, S, M*
Casting Time: *8 segments*
Saving Throw: *Neg.* (see below)
Area of Effect: 1 *tentacle/level of the caster in a 10' r.*

Explanation/Description: By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the dweomer. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot — including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a saving throw versus magic. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the ebon member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. As these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object — a tree, post, pillar — or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the thing is destroyed by some form of attack or it disappears due to the expiration of the dweomer's duration. The component for this spell is apiece of tentacle from a giant octopus or giant squid. (The casting of the spell requires considerable time, but it is unlikely that this is linked to the meager components.)

Leomund's Secure Shelter (Alteration-Enchantment)

Level: *4*
Range: *2"*
Duration: *6 turns/level*
Area of Effect: *30 sq. ft./level*
Components: *V, S, M*
Casting Time: *4 turns*
Saving Throw: *None*

Explanation/Description: This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast — stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small chimney and fireplace.

While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will actually be as strong as a normal stone building regardless of its material composition, resist flames and fire as if it were stone, and be generally impervious to normal missiles not of the sort cast by siege machinery or giants. The door, shutters, and even chimney are secure against intrusion, the two former being *wizard locked* and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm spell* (q.v.). Lastly, an *unseen servant* (q.v.) is called up to provide service to the spell caster.

The inside of *Leomund's Secure Shelter* will contain rude

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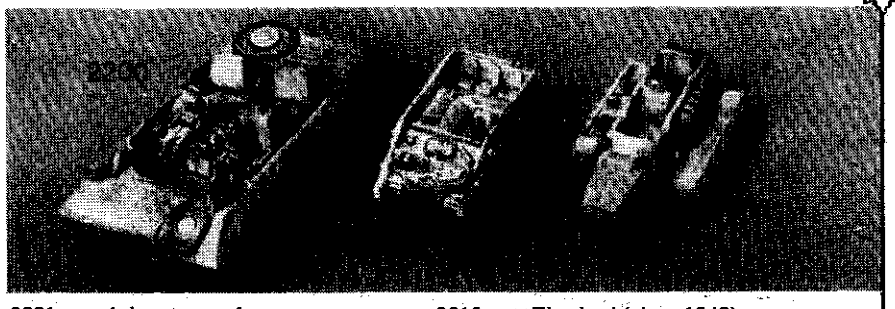

2001	Adventurers 1	2013	Zhodani (circa 1040)
2002	Adventurers 2	2014	Aslan (TL 8-10)
2003	Thugs & Ruffians	2015	Beast of Burden
2004	Alien Creatures	2016	Droyne
2005	Imperial Marines (TL 13-15)	2017	K'Kree Military (TL 10-12)
2006	Imperial Troopers (TL 10-12)	2018	K'Kree Military (TL 10-12)
2007	Imperial Troopers (TL 8-10)	2019	Zhodani Military (TL 12-14)
2008	Robots	2020	Sword World Military (TL 9-12)
2009	Vargr (TL 8-10)	2021	Imperial Striker Force (TL 9-12)
2010	Citizens (Lower Tech-Level)	2200	Air/Raft
2011	Mercenaries	2201	Crawler (Tracked)
2012	Patrons	2202	Light Utility Tractor (Tracked)

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furnishings as desired by the spell caster — up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spell if these are to be included in the spell; i.e., string and silver wire and a small bell.

Magic Mirror (Enchantment-Divination)

Level: *4*
Range: *Touch*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 hour*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the Dungeon Masters Guide, Miscellaneous Magic Treasure section, under *Crystal Ball.* The mirror used must be of finely wrought and highly polished silver of a minimum cost not less than 1,000 gold pieces. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc. (Cf. fifth level cleric spell, *magic font,* and second level druid spell, *reflection pool.) (Editor's note: Descriptions of these two new spells will be published in upcoming issues of DRAGON™* Magazine.)

Otiluke's Resilient Sphere (Alteration-Evocation)

Level: *4*
Range: *2"*
Duration: *1 round/level*
Area of Effect: *1 ft. diameter per level of the caster*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature — if it is small enough to fit within the diameter of the sphere and it fails to successfully save versus magic.

The *resilient sphere* will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a *rod of cancellation,* a *wand of negation,* or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. The subject may struggle, but all that will occur is a movement of the sphere.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemisphere of gum arabic.

Shout (Evocation)

Level: *4*
Range: *Self*
Duration: *Instantaneous*
Area of Effect: *1" x3" cone*
Components: *V, M*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: When a *shout* spell is cast, the

Next: M-U spells, levels 5-9

NEW

corsairs of tallibar

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This is a 48 page Universal adventure module just released by Judges Guild. This fantastic book contains two parts, a wilderness adventure on a long lost pirate island in order to find a treasure filled stronghold, the second being the finding, exploring, and staying alive in the depths of the fortress. Fantastic adventure awaits those bold enough to brave the island and its contents, discoveries await the determined explorer, treasure awaits to be taken. But what guards all of this and what awaits those who dare?

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magic-user empowers himself or herself with tremendous vocal powers. With the dweomer of the spell the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 3" terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage. Any brittle or similar substance subject to sonic vibrations will be shattered by a shout, e.g. a *wall of ice.* A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the *shout* spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

Stoneskin (Alteration)

Level: *4*
Range: *Touch*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a *sword of sharpness* would not affect a creature protected by *stoneskin,* nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball, magic missile, lightning bolt,* and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the dweomer, although it makes the creature proof against that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogrillon's fist, etc. will inflict 1-2 points of damage on the *attacker* for each such attack while the attacked creature is protected by the *stoneskin* spell. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Level: *4*
Range: *Touch*
Duration: *6 turns + 6 turns/level*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravisual sight is 50%. Where more than about 6 feet of earth or 3 feet of stone interpose between the sky and the individual, such as in virtually any underground area, *ultravision* allows only vision of the dimmest sort in about a 3-foot radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil ultravision, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a *crushed* amethyst of at least 500 gold pieces value.

MELEE: THE INTELLIGENT DM

On occasion the question of the length of a melee round comes up in relation to the number of attacks delivered. Of necessity, a game of role playing adventure which has elements of magic included in combat is going to be abstract, shall we say. For the sake of the pace of the game, the longevity of player characters, and the inclusion of magic, weapon combat must be kept to a fast tempo while at the same time allowing combatants leeway to break off, change tactics, or whatever else is called for. Thus, a one-minute round with a single effective

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weapon blow is the norm. Likewise, damage is kept minimal, so that a carefully advanced character will not generally be slain by a single stroke of some kobold's axe. Weapon blows, just as hit points, are scaled to a real individual.

For example, a single swing of a broadsword will slay a normal person. Armor helps only in determination of a hit, not in damage, although armor could actually reduce damage as it took damage itself, eventually being totally ruined. That latter method adds unneeded complication to the combat system, so forget it! Hit points and their accumulation make up for much. As I have often stated, no human can actually withstand damage which would fell a rhino. Damage above 12 points or so is not actually withstood — the points inflicted are mere scratches, bruises, misses which remove a few hairs, etc. Similarly, armor class assumes the defender is active and doing his or her best to stay out of the way. So to handle melee intelligently, the DM must know the reasoning behind it all and keep it in mind when adjudicating situations.

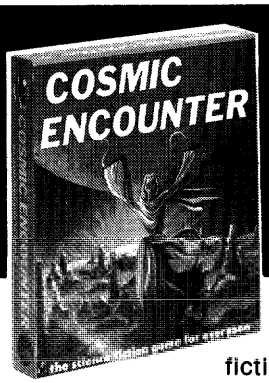
One evidently thick-headed writer once wondered about the difficulty of killing an unarmored character with some powerful weapon. After all, this marvel of intellect stated, a medium-level character would have to be struck many times in order to reduce his hit points to zero. Any DM could give such a person the lie easily, once the concepts of melee are understood. Can magically sleeping creatures be slain at a stroke? You know it, even if they have several hit dice. Likewise, the helpless character is subject to easy execution — provided the character is truly helpless, of course! Can he or she break free and escape? Grab a nearby weapon and attack? Whatever, we have all read about or seen heroic characters who manage to escape from certain doom. If your players are really into role playing, they should bombard you with a host of ways and means by which they can escape impending death. As a good DM, you should consider each such suggestion on the merits of the situation and adjudicate accordingly. Intelligent melee combat, certain death, and miraculous escape are part of the adventure in the AD&D™ game system. While some prate about "realism" in fantasy, it is a DM's duty to provide fun!

THE WHOLE TRUTH AND NOTHING BUT

There are many active rumor-mongers in the hobby, and some attempt to parley scraps of inside information into a few dollars for themselves. Actually, if you ever wish to know about something that TSR is doing or planning, it is about 90% likely that you can find out by asking — personally or in writing. (Those readers who have attended one of my seminars will understand what I mean). There have been some rumors about TSR acquiring Grenadier. Well, TSR has been talking to miniature-figure manufacturers now for about five or six years, off and on. We are interested in doing metal miniatures. Grenadier and TSR have been in discussion regarding some form of close affiliation for about two years. These talks have now reached a serious negotiation stage. Nothing is yet certain, but I am hopeful that agreement can be reached before the end of the year. If Grenadier becomes a part of TSR, it will mean even closer co-operation, better figures, and figures released concurrently with games and modules.

Anyone familiar with high-impact dice knows that TSR's DRAGON DICE™ random number generators are about the best that can be found — but only for long wear and true shape. We were well aware that the material, color, and overall appeal of the dice we offered was not high, despite their features of durability and exactness of casting/molding. For the last year we have been busy making dice as fast as we could, for we were short hundreds of thousands of sets for games and orders. Well, we caught up a while ago, and then our people went to work on the development of high quality dice with more attractive features — color, transparency, translucency, and size variation. Expect to see some fine offerings soon.

We were disappointed to lose the design staff of SPI, but it



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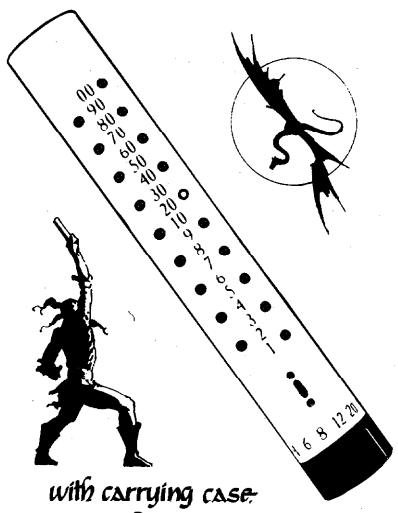

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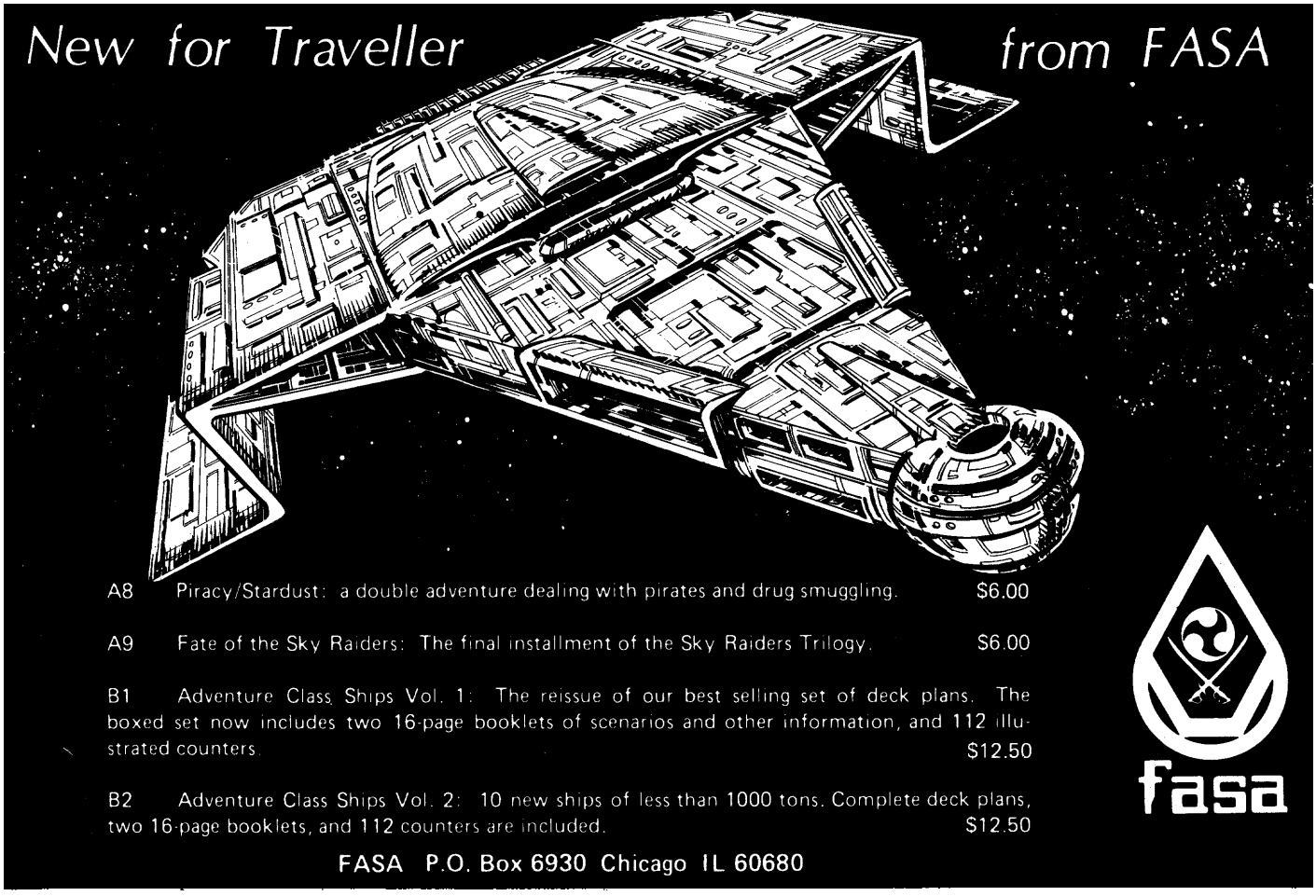
was by no stretch of the imagination a serious blow to TSR's plans for production of the general game line offered by SPI in the past. We have designers of high caliber on our staff in Lake Geneva, and they are itching to do simulation games. We also get many applications for design staff positions, because we offer our personnel excellent benefits and high salaries. However, we have a New York office, and I personally desire to maintain an SPI presence there. Not only is the Big Apple the original home of SPI, but there are many highly talented designers and writers there. With a liaison in New York, I believe that we will be better able to employ that talent pool. That is still in the works, by the way.

Speaking of free-lance designers, all of you Good Readers should keep in mind that TSR is looking for excellent module submissions for any of our RPG systems. Be sure and get a release, sign it, and mail it in with any submission. Material submitted *must* be typewritten, complete, and in manuscript form. The format for any module should strictly adhere to that used in the latest TSR module for the same game system. Maps need only be rough. Artwork will be added by TSR. Artists should also remember TSR as a market for their work. For details of current needs contact Kim Mohan (DRAGON™ Magazine) or Dave Sutherland (TSR). Rates of pay for modules run from about $2,000 up. Artwork is by type and size, of course, but pay is highly competitive. Check all this out!

And speaking of New York City, we also have our Entertainment Media Office there. James Goldman is coming along very well with the script for the film to be based on the AD&D™ game, and all concerned are pleased with events so far. I have been a fan of the film medium for well over 30 years, but I didn't know a thing about the business until three years ago when we first began to negotiate with producers and agents for some TV or feature film use of our property. After many trips to Los Angeles and New York City, and after even more meetings, phone calls, letters, and rough-deal memos, I am beginning to get some idea of just how it all works. I still feel good about our movie!

I still feel bad about the film, CONAN THE BARBARIAN. My review of the film brought letters in response. One suggested that had I not read the REH books, and were I about 14 years of age, I would have liked the film. He is probably right. Another letter suggested that I did not actually review the film properly because I was judging it from the bias of being a fan of Howard's work, and I failed to treat its components, such as the music and cinematography of De Laurentiis. Had the movie been titled "IRVING THE BARBARIAN" I would not have been quite so rash in my comparisons to what Howard wrote and what De Laurentiis produced. As it is, however, my opinion is unchanged. It was a terrible film which did nothing more than rape the Howard works for a few names. Acting was bad, and so was characterization. The film dragged — even the orgy scene was boring. The plot was thin at the beginning and never got better. I regret to say that with all of that working against it, I can not even recall a bar of the music. Also, with regret, I can only say that in my opinion the cinematography matched the overall quality of the balance of the film. Aristotle says in POETICS that the least important aspect of a tragedy is its spectacle. Special effects were not bad! Frankly, chaps, I did expect a film of top quality. Instead, I saw a typical De Laurentiis production.

Regarding my review of Games Day 82, one letter writer suggested that both the exhibit-oriented conventions and the player-oriented ones have their place. I totally concur, for hobbyists need to meet the manufacturers and view their latest wares, just as enthusiasts need to get together for tournaments and "fun" gaming. TSR does run three small conventions in Lake Geneva each year (Autumn Revel, Winter Fantasy, Spring Revel). This list should expand to four soon, and all are game events with no exhibitors at all. However, the reader proposed that the RPGA™ network might be the logical sponsor for a big, player-oriented gathering. I think the idea is worth considering . . . what say the powers at that association? Stay tuned, folks.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FROM THE SORCEROR'S SCROLL

Be the first to cast these new high level spells

by E. Gary Gygax

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This month's installment finishes up the presentation of new magic-user spells slated for inclusion in the upcoming AD&D™ rules expansion. New spells of levels 5-9, supplementing the lists in the Players Handbook, are these:

No.	5th Level	6th Level
25	Avoidance	Chain Lightning
26	Dismissal	Contingency
27	Dolor	Ensnarement
28	Fabricate	Eyebite
29	Leomund's Lamentable Belabourment	Mordenkainen's Lucubration
30	Sending	Transmute Water To Dust

No.	7th Level	8th Level
17	Banishment	Binding
18	Forcecage	Demand
19	Mordenkainen's Magnificent Mansion	Otiluke's Telekinetic Sphere
20	Sequester	Sink
21	Teleport Without Error	
22	Torment	
23	Truename	
24	Volley	

No.	9th Level
13	Crystal brittle
14	Energy Drain
15	Mordenkainen's Disjunction
16	Succor

Where credit is due

Credit for original conception or inspiration for certain of the new spells (including some presented in last issue's column) should be distributed as follows: *Melf* — Luke Gygax; *Leomund* — Len Lakofka; *Evard* and *Otiluke* are NPC characters of the Greyhawk Campaign; *Chain Lightning* was devised by John R. Kingsbury, and the spell won a 1st place in the 5th Invitational AD&D™ Masters Tournament; likewise, *Contingency* was devised by David Waksman, overall winner of the same tournament. Mordenkainen is my own character.

SPELL EXPLANATIONS

FIFTH LEVEL SPELLS:

Avoidance (Abjuration/Alteration)

Level: *5* Components: *V, S, M*
Range: *1"* Casting Time: *3 segments*
Duration: *Permanent until dispelled*
Area of Effect: *Up to 3' cube* Saving Throw: *Special*

Explanation/Description: By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself or herself. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached. The material component for the spell is a magnetized needle. Because the spell can not be cast upon living things, any attempt to cast *avoidance* upon the apparel or possessions borne by a living creature entitles the subject creature to a saving throw.

Dismissal (Abjuration) Reversible (Conjuration/Summoning)
Level: *5* Components: *V, S, M*
Range: *1"* Casting Time: *1 round*
Duration: *Permanent* Saving Throw: *Neg.*
Area of Effect: *One creature*

Explanation/Description: By means of this spell, the magic-user seeks to force or allow some creature from another plane of existence to return to its proper plane. (Cf. fourth level cleric spell, *Abjure.)* The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the *dismissal.* If the creature has a higher level or higher number of hit dice than the level of the caster, that difference is added to its saving throw score. *Exception:* If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon,* attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a *dismissal* spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee

that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a *dismissal,* and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used.

Dolor (Enchantment/Charm)

Level: *5*
Range: *1"*
Duration: *2 rounds*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The dweomer causes *unease* in the creature in question during its mere reading, and on the round thereafter, the subject becomes *nervous* and filled with *doubts,* while on the last round of effect the creature actually feels a dull, all-encompassing dolor. The initial effects cause the creature subject to make all saving throws versus commands/requests at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect is an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, with as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case, the creature has a 5% chance per point of superior intelligence of effectively *charming* and *dominating* the magic-user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to *automatically effect* the *charm* and *domination.*

Fabricate (Enchantment-Alteration)

Level: *5*
Range: *½"/level*
Duration: *Permanent*
Area of Effect: *1 cubic yd./level*
Components: *V, S, M*
Casting Time: *Special*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the *fabricate* was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created by a *fabricate* spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of *nine;* i.e., 1 cubic yard becomes 1 cubic foot.

Articles generally requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be *fabricated* unless the magic-user otherwise has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) or material to be affected by the spell.

Leomund's Lamentable Belabourment (Enchantment/Evocation)

Level: *5*
Range: *1"*
Duration: Special
Area of Effect: *1 or more creatures in a 1" radius*
Components: *V*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user causes a combination of *fascination,* confusion, and *rage* upon 1 or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not saving versus magic will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another save versus spell. Those failing to save this time will wander off in *confusion* for 3-12 rounds, avoiding proximity of the spell caster in any event. Those who make the *confusion* save are still kept in *fascination* and must also save in the 4th, 5th, and 6th rounds (or for as long as the caster continues the dweomer) to avoid the *confusion* effect. If the spell is maintained for more than 6 rounds, each subject must save versus spell to avoid going into a *rage* — either at oneself, if one is the sole object of the spell, or at all other subjects of the spell — and attack suicidally (regular "to hit" probability) against one's own person, or fall upon the nearest other subject of the dweomer with intent to kill. This *rage* will last for 2-5 rounds. Those subjects who save versus spell on the *rage* check will realize that they have fallen prey to the *Belabourment,* and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked and/or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws versus spell for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid *confusion* or *rage.* Note that the spell is entirely verbal.

Sending (Evocation)

Level: 5
Range: *Special*
Duration: *Special*
Area of Effect: *1 creature*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the *sending* will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., *a, an,* and *the* are not treated as words with respect to the message sent. Although the *sending* is received, the subject creature is not obligated to act upon it in any manner. The *sending,* if successful, will be understood even though the creature has an intelligence of as little as 1 factor (1 point, or *animal* intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

SIXTH LEVEL SPELLS:

Chain Lightning (Evocation)

Level: *6*
Range: *4" + ½/level*
Duration: *Instantaneous*
Area of Effect: *Special*
Components: *V,* S, *M*
Casting Time: *6 segments*
Saving Throw: *½ or Neg.*

Explanation/Description: When this spell is cast, the electrical discharge begins as a single stroke of lightning, ¼" wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

Chain lightning differs sharply from a normal *lightning bolt* (spell) in that when it strikes its intended target, it does not then dissipate. If the primary target makes a successful saving throw versus spell, one-half damage from the bolt of *chain lightning* is taken; otherwise, full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the *chain lightning* will arc to metal first, then to the one with the most fluid, otherwise at random.

The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12th level magic-user casting the spell would hit 12 targets: the primary target first, then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a saving throw versus spell, if applicable. Success on this save indicates that the stroke actually arced to the *next* nearest target, and the target that saved takes *no* damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is never a consideration in plotting the path of the arcing *chain lightning.* Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal — such as interconnecting iron bars of a large cell or cage — will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 — the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the save vs. spell to see if the lightning actually hits a secondary target.) The caster *can* be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience.

Contingency (Evocation)

Level: *6*
Range: *0*
Duration: *1 day/level*
Area of Effect: *The magic-user*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to place another spell upon his or her person so that

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the latter spell will come into effect upon occurrence of the situation dictated during the casting of the contingency spell, The contingency spell and the spell it is to bring into effect — the "companion spell" — are, in effect, cast at the same time (the 1 turn casting time indicated above is a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user's person *(feather fall, levitation, fly, statue, feign death,* etc.) and is of a level no higher than one-third of the experience level of the caster, rounded down: a 4th level "companion spell" maximum at 12th, 13th or 14th level of experience; a 5th level maximum at 15th, 16th, or 17th level of experience, and so forth.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a *contingency* cast with an *airy water* "companion spell" might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the *contingency* could bring a *feather fall* into effect anytime the magic-user falls over 2' distance. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the dweomer are likely to cause the whole spell complex (the *contingency* spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gold pieces worth of quicksilver; an elephant ivory statuette of the magic-user; and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the *contingency* spell to perform its function when called upon.

Ensnarement (Conjuration/Summoning)

Level: *6*
Range: *1"*
Duration: *Special*
Area of Effect: *Special*
Components: V, S, M
Casting Time: *1 turn*
Saving Throw: *Neg.*

Explanation/Description: The casting of this spell attempts a dangerous act: the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the ensnarement spell. The spell causes an awareness of a *gate*-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a *gate.* To save, the creature must roll equal to or less than its intelligence score with 3d6. The score is modified by the difference between the creature's intelligence and that of the spell caster's. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is *ensnared.* The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumaturgic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengence upon the spell caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base 20%, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). The base chance is modified by the total score of the magic-user's combined intelligence and experience level compared to the intelligence score and the experience level or number of hit dice of the creature summoned. If the spell caster has a higher total, that difference is subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a longer period of time, using specially prepared pigments (1,000 g.p. per turn of application), the chance of an *ensnared* creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000 g.p. reduces the chance of breaking free by 1%. This can bring the base chance to 0%, but the further modifications for intelligence and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed protective design can be brought to a 0% chance of breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 g.p. to the basic cost of having the protection inlaid or inscribed into stone. Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier spoil the efficacy of the dweomer and allow the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely *ensnared,* the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the intelligence score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted intelligence, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature's intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to loose it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission.

Once the single service is completed, the creature need only so inform the spell caster to be instantly transported from whence it came. Forced service is resented. Memories are often long. Revenge can be sought. *(Cf.* Monster Manual, *Efreeti;* Players Handbook, *Aerial Servant* and *Invisible Stalker.)* Impossible or unreasonable commands will never be agreed to.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: *6*
Range: *20'*
Duration: *Special*
Area of Effect: *1 creature*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *Special*

Explanation/Description: An *eyebite* spell enables the caster to merely stare at his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the *eyebite* spell is then dissipated, even though only one of its four possible effects were used.

(Turn to page 54)

New high level spells

(From page 26)

The four effects of the spell are these:

Charm: The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the *charmed* subject absolutely loyal and docile with respect to the charmer. It is otherwise the same as a *charm person* or *charm monster* spell.

Fear: The magic-user can cause fear by gaze and vocalization of a single word. The subject will act as if struck by a *fear* spell unless a saving throw versus spell is successful.

Sicken: This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will beat one-half normal abilities (strength, intelligence, etc.) from the pain and fever. Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A saving throw versus magic will negate the power of the dweomer. Otherwise, the victim will remain struck by the *sickness,* losing one actual point of constitution per day until death occurs at zero constitution points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality, limited wish,* and *wish* will also remove the *sickness. Note:* All non-human, non-demi-human, and non-humanoid creatures save at +4 versus this effect.

Sleep: The magic-user can cause any individual to fall into a comatose slumber by means of gaze and a single word, unless the subject makes its saving throw versus magic. Creatures normally subject to a first level *sleep* spell save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

Mordenkainen's Lucubration (Alteration)

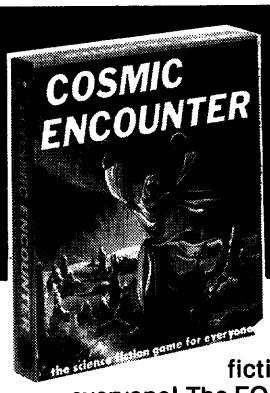
Level: *6*
Range: *0*
Duration: *Instantaneous*
Area of Effect: *The magic-user*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than fifth level. *Mordenkainen's lucubration* enables the spell caster to recall any first through fifth level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* dweomer. The spell recalled can thereafter be cast normally on the following or successive round. Additional spell components of a material nature must be available if the spell recalled requires such, or else the remembered spell is fruitless until the material components are available.

Transmute Water To Dust (Alteration) Reversible

Level: *6*
Range: *6"*
Duration: *Permanent*
Area of Effect: *1 cubic"/level*
Components: *V, S, M*
Casting Time: 6 *segments*
Saving Throw: *None (special)*

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the



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". . . clown, thou perishest; or, to thy better understanding, diest; or, to wit. I will kill thee, make thee away, translate thy life into death, thy liberty into bondage; I will deal in poison with thee, or in bastinado, or in steel; I will banty with thee in faction; I will o'er-run thee with policy; I will kill thee a hundred and fifty ways; therefore, tremble and depart!"
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latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly. Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned. If a living creature is concerned, a saving throw versus magic is required, and only one creature can be the target for such spell usage, regardless of the size of the creature concerned. The reverse of the spell is simply a very high-powered create *water* spell which requires dust as a component. Either usage requires material components of a bit of seashell and diamond dust of at least 500 gold piece value.

SEVENTH LEVEL SPELLS:

Banishment (Abjuration-Evocation)

Level: *7*
Range: *2"*
Duration: *Permanent*
Area of Effect: *2 levels/hd of creature(s) per level of the caster*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *Special*

Explanation/Description: A banishment spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical *banishment,* providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its proper name as well, and call upon powers opposed to the creature(s).

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the dweomer. For every such substance included in the casting, the subject creature(s) loses -2 from the dice rolled to determine save versus magic. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a *banishment* upon a demon, its saving throw versus the spell would be made at -8 (four substances times the factor of 2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to bring the factor up to -3 or -4 per item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its saving throw versus the spell, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Note: If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgement of the referee.

Forcecage (Evocation)

Level: *7*
Range: *7" per 2 levels*
Duration: *6 turns +1/level*
Area of Effect: *2" cube*
Components: *V, S + special*
Casting Time: 3-4 *segments*
Saving Throw: *None*

Explanation/Description: This powerful spell enables the caster to bring into being a *cube of force,* but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with ½' gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of effect of the dweomer are caught and contained unless they are able to pass through the openings — and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage.* Furthermore, creatures with a magic resistance can apply that resistance to a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the dweomer.

By means of special preparation, a *forcecage* spell can be altered to a *forcecube* spell. *forcecube* is one-half the area of effect (a cube 1" on a side), and the dweomer then resembles that of a *cube* of force in all respects save that of the differences between a cast spell and the magic of a device.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000 gold pieces value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear.

Mordenkainen's Magnificent Mansion (Alteration/Conjuration)

Level: *7*
Range: *1"*
Duration: *1 hour/level*
Area of Effect: *300 sq. ft./level*
Components: *V, S, M*
Casting Time: *7 rounds*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4' in width and 8' in height. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience. There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the *Mansion,* nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each meal eaten inside the *Mansion,* the individual leaving must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of strength as he or she ate meals when in the mansion-like space. Such strength loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of strength will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with *illusion* magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes. It is also noteworthy that elves have some version of this spell which is castable at a lower level.)

Sequester (Illusion/Phantasm-Abjuration)

Level: *7* Components *V, S, M*
Range: *Touch* Casting Time: *1 round*
Duration: *1 week + 1 day/lvl* Saving Throw: *Special*
Area of Effect: *2' cube/level of caster*

Explanation/Description: When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of* eyes or a *gem of seeing.* If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal saving throw is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.

Teleport Without Error (Alteration)

Level *7* Components: *V*
Range: *Touch* Casting Time: *1 segment*
Duration: *Instantaneous* Saving Throw: *None*
Area of Effect: *Special*

Explanation/Description: This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for eventual *teleportation without error.* The table for *teleport* is used, with the appropriate knowledge of the area to which transportation is desired used to determine chance of error. (Exception: See 9th level magic-user spell, *succor,* described below.)

Torment (Evocation-Alteration)

Level: *7* Components: *V, S, M*
Range: *1"* Casting Time: *1 round*
Duration: *Special* Saving Throw: *Special*
Area of Effect: *One creature*

Explanation/Description: When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded *(see dolor, ensnarement* spells). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse — discomfort and then pain. The first two rounds bring *twinges,* the third and fourth rounds of reading bring *shooting pains,* and the fifth and sixth rounds of reading cause *aches* and *cramps.*

The creature refusing to submit to the performance of a service is given a straight saving throw versus magic, adjusted each round for the intensity of the dweomer to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the entity will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the dweomer to be efficacious. However, for every 1 point of intelligence of the creature above that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of intelligence of the captive creature that it will gain control. The merest mispronunciation of a single word in the text gives the captive creature a 1% chance per point of intelligence of gaining control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gold pieces per hit die of the creature to be affected by the dweomer of the spell.

Truename (Enchantment/Alteration)

Level: *7* Components: *V, S*
Range: *3"* Casting Time: *Special*
Duration: *Special* Saving Throw: Neg.
Area of Effect: *Thing named*

Explanation/Description: This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most *true* names are not known, for the common names of most things are not their true and secret names. The casting of a *truename* spell requires the magic-user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

Multiple Suggestion: The verses can contain from 1 to *4 suggestion* powers, just as if each were a spell. Each verse requires 1 segment to recite. (See *suggestion* spell.) In a total of 7 segments, 4 suggestions can be made.

Weakness and Surrender: The verses recited cause actual loss of 1 point of strength for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength the subject regains its will to resist.

Polymorph: The verses can cause the subject to change into something else, just as if a polymorph *any object* spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses
mineral to vegetable = 9 verses
vegetable to animal = 8 verses
monster to normal = 7 verses
monster to monster = 6 verses
other to human = 5 verses
animal to animal = 4 verses
vegetable to vegetable = 3 verses
mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the *polymorph.* The subject will think and behave exactly as a non-polymorphed thing of the same type.

Sending: When the *sending* verses are recited, the subject will be teleported or otherwise transferred to some other place. The number of verses required depends on the location of the *sending:*

area normal/100 mile range = 4 verses
area normal/500 mile range = 5 verses
area normal/2,000 mile range = 6 verses
one plane/world removed = 7 verses
two planes/worlds removed = 8 verses

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which he, she, or it is sent.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.

Volley (Abjuration)

Level: *7*
Range: *Special*
Duration: *Special*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *Special*

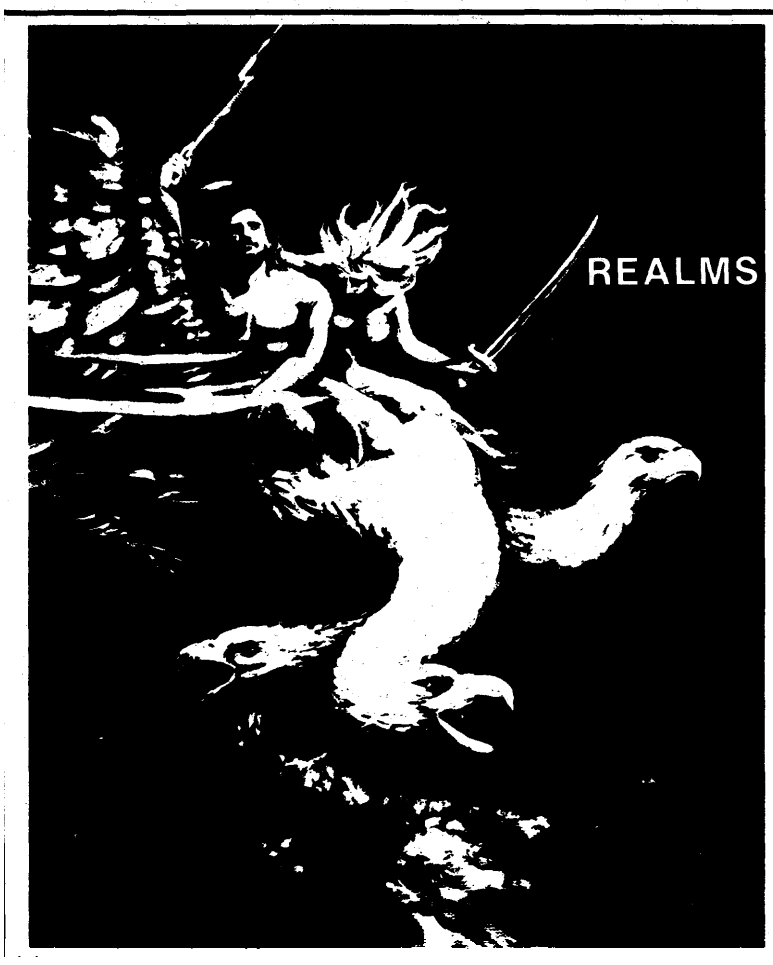
Explanation/Description: This highly dangerous dweomer enables the prospective recipient of a spell to turn the casting to its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being *volleyed.* Assume that a *power word kill* is cast at a magic-user prepared with a volley spell. The *volley* has been cast also, so that when the *power word kill* is aimed at the target, the *volley* causes the spell to bounce back upon its caster. Then, if the caster of the first spell fails to make a saving throw versus spell, the *power word kill* works upon its caster rather than its intended target. However, if the original caster does save versus spell, the spell once again flies toward the original target. The caster of the *volley* spell must then save versus spell, or be affected by the attack. Again, if the caster of the *volley* spell saves, then the spell is returned to its originator, who must again save or be affected. The spell will be sent back and forth until one or the other fails to save, or until the spell loses power. Each exchange will take but two seconds. A spell will lose power if it passes through a number of exchanges equal to its level, counting each *volley,* but not the original casting, as half of a single exchange; i.e., a 1st level spell will be cast, *volleyed* the first time, (perhaps) return *volleyed,* and then will dissipate; a 2nd level spell would go through four volley portions (two complete exchanges) before being exhausted; and so on. The material component is a bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut.

EIGHTH LEVEL SPELLS:

Binding (Enchantment-Evocation)

Level: 8
Range: *1"*
Duration: *Special*
Area of Effect: *1 creature*
Components: *V, S, M*
Casting Time: *Special*
Saving Throw: *Special*

Explanation/Description: A *binding* spell enables the caster to bind a creature from the lower planes. The subject must already be confined by some form of restraining diagram such



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as a magic circle, thaumaturgic triangle, or pentagram. The duration of the spell depends upon the form of the *binding* and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of *binding;* and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000 gold piece value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be bound.

A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject. In a case where the foregoing does not hold, then the subject creature gains a saving throw versus spell, modified by the form of *binding* being attempted and the relative ratio of level(s) of experience of the caster(s) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one-third of the level of experience of each assistant magic-user of 9th or higher level, and an additional level is gained for each assistant of 4th to 8th level. No more than six other magic-users can assist with a *binding* spell.

The various forms of *binding* are these:

Chaining: The subject is confined by restraints which generate an *antipathy* affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s).

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber which lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some non-corporeal form, save for its head or face. The binding is *permanent* until some prescribed act frees the subject.

Minimus Containment: The subject is shrunken to a height of one inch or even less and held within the hedged prison of some gem or similar object.

The saving throw, if applicable, is made at the normal level for the *chaining* form of the spell. *Slumber* allows the subject a +1, *bound slumber* a *+2, hedged prison* a *+3, metamorphosis* a +4, and *minimus containment* a +5 on the save. However, if the subject is initially weakened by magical means such as *dolor* and/or *torment* spells, the saving throw is subject to an adjustment of -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the dweomer, for the subject does have the opportunity to break the bonds. After one year the subject gains a normal saving throw versus spell. Whenever it is successful, the *binding* spell is broken and the creature is free. (If anything has caused a weakening of the *chaining* or *slumber,* such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.)

Demand (Evocation-Enchantment/Charm)

Level: *8*
Range: *Special*
Duration: *Special*
Area of Effect: *1 creature*
Components: *V, S*
Casting Time: *1 turn*
Saving Throw: *Special*

Explanation/Description: This spell is essentially the same as a *sending* spell *(q.v.). Demand* differs from *sending* in that the spell caster may phrase his or her message so as to contain a *suggestion* spell *(q.v.),* and if the subject fails to make its saving throw versus spell, it will do its best to carry out the *suggestion* contained in the message of the *demand.* Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the *demand comes,* the message is understood but no saving throw is necessary and the *suggestion* is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature — a hair, bit of nail, etc.

Otiluke's Telekinetic Sphere (Evocation-Alteration)

Level: *8*
Range: *2"*
Duration: *1 round/level*
Area of Effect: *1' diameter sphere per level of caster*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: Neg.

Explanation/Description: This spell is exactly the same as the 4th level magic-user spell, *Otiluke's Resilient Sphere,* with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only 1/16th of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 1"/level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but 1/16th of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere,* the caster must have a pair of small bar magnets to effectuate this spell.

Sink (Enchantment-Alteration)

Level: *8*
Range: *1"/level*
Duration: *Special*
Area of Effect: *1 creature or 1 object of 1 cubic"/level*
Components: *V, S*
Casting Time: *8 segments*
Saving Throw: *Special*

Explanation/Description: When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a saving throw versus magic (with respect to a creature) or a saving throw versus *disintegration* (for an object with magical properties) is successful. (Note: "Magical properties" include those of magic items as listed in the Dungeon Masters Guide, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful.

The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its dweomer in 4 turns, and the subject will return to normal. If the magic-user proceeds with the spell, the subject will begin to slowly sink into the ground. On the 5th segment the subject will *sink* to one-quarter of its height, on the 6th another quarter, on the 7th another, and on the 8th segment it will be totally sunken into the ground.

This virtual entombment will place a living subject into a state which duplicates *stasis* but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as

far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal — although it will not then rise up. Such spells as *dig* and *transmute rock to mud* will not harm the subject of a *sink* spell and will be helpful in recovering it in many cases. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint dweomer of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the *detect magic,* the dweomer will be noted as magic of an enchantment-alteration nature.

NINTH LEVEL SPELLS:

Crystalbrittle (Alteration)

Level: *9*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *2 cubic ft./level*
Components: *V, S*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). *Artifacts* and *relics* of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

(Editor's note: The description of this spell was originally published in issue #42 of DRAGON™ Magazine.)

Energy Drain (Evocation)

Level: *9*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *1 creature*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to a zero energy level by this spell become *juju zombies.*

(Editor's note: The description of this spell was originally published in issue #42 of DRAGON™ Magazine.)

Mordenkainen's Disjunction (Alteration-Enchantment)

Level: *9*
Range: *0*
Duration: *Permanent*
Area of Effect: *3" radius*
Components: *V*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined.* That is, spells being cast are separated into their individual components (and so are spoiled), types of magic are separated (usually spoiling the effect as does a *dispel magic),* and *permanent* and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items.

Even artifacts and relics are subject to *Mordenkainen's Disjunction,* although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods *et al,* miscellaneous magic items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 3" of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

Succor (Alteration-Enchantment) Reversible

Level: *9*
Range: *Touch*
Duration: *Special*
Area of Effect: *1 individual*
Components: *V,* S, *M*
Casting Time: *1 to 4 days*
Saving Throw: *None*

Explanation/Description: This spell is essentially the same as the 7th level cleric spell of the same name. *(Editor's note: New cleric spells, of which this is one, have not yet been published in DRAGON™ Magazine.)* The *succor* cast by the magic-user *teleports without error* the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the *succor.*

The material component used must be gem material of not less than 5,000 gold piece value; whether it is a faceted gem or not is immaterial.

Coming next month from the Sorceror:
the Thief-Acrobat "split class"

A "split class" for nimble characters: the Thief-Acrobat

by Gary Gygax

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This time, rather than reveal a new sub-class such as the Barbarian, I thought the Enlightened Readership of this splendid vehicle might enjoy another concept. What you are about to read is the information so far developed pertaining to a split class. This is a first: To my knowledge, such a possibility has not been expressed before in any similar game system. There is nothing similar to it in the AD&D™ game system, although choosing to change from one profession to another is not too unlike the idea. Let us then get to the business at hand. I bring you, without further ado, the official new split-class for thieves.

THE THIEF-ACROBAT

Any thief character with a minimum strength of 15 and a minimum dexterity of 16 may decide to forgo normal thievery to become a specialist, a Thief-Acrobat. The thief then leaves off all practices which increase his or her manual dexterity and begins a regimen of physical exercise in order to build coordination, muscle tone, and balance. This program of gymnastics precludes any further progress in the following skills:

pick pockets	*find traps*
open locks	*remove traps*
read language	*read magic* (never gained)

Skills ended at 5th level, while no longer improving, are not forgotten, so they remain at the level (5th) which the thief was when he or she began to specialize in acrobatics in conjunction with his or her profession.

Character abilities

Thief-acrobats with a strength of 16 or better and a dexterity of 16 or better add a 10% bonus to earned experience.

Strength Table III: Adjustments for Thief-Acrobats

Strength score	High jump	Bonus for: Standing broad jump	Running broad jump
16			½'
17	¼'	¼'	1'
18	½'	½'	2'

Note regarding Strength Table III: All bonuses are used to adjust the *Thief-Acrobat Function Table* detailed later. The adjustment for strength, plus racial adjustments, are added to the base chance for success or function maximums found there.

Dexterity Table III: Adjustments for Thief-Acrobats

Dexterity score	Tightrope walking	Bonus for: Pole vaulting	Attack	Tumbling: Evasion	Falling
16	5%	—	1%	2%	—
17	10%	5%	2%	3%	—
18	15%	10%	3%	5%	5'
19	20%	15%	4%	8%	10'

Note regarding Dexterity Table III: All bonuses are used to adjust the *Thief-Acrobat Function Table* detailed later. The dexterity bonuses here are added to the base chances for success or function maximums found there. Racial adjustments must also be made.

Race of thief-acrobat characters

A member of any character race may opt to specialize as a thief-acrobat.

Character Classes Table II (Addition): Armor & Weapons Permitted

Class of character	Armor	Shield	Weapons/Oil/Poison
Thief-Acrobat	as thief	as thief	as thief, plus staff

The Thief-Acrobat

Upon gaining sufficient experience points to achieve 6th level ability as a thief, the character desiring to specialize as a thief-acrobat must seek out a character already in this profession to train him or her. The established thief-acrobat must be of at least 10th level. It will require 6 full weeks of training to learn the basic skills needed to begin active practice of the special profession of thief-acrobat. Except as noted, the specialization procedure is otherwise the same as that for a regular thief.

The primary functions of a thief-acrobat are: 1) *tightrope walking; 2) pole vaulting; 3) jumping;* and *4) tumbling.* In addition to these functions, the thief-acrobat retains the abilities to *move silently, hide in shadows, hear noise,* and *read languages* which he or she acquired through 5th level of the standard thief profession. Although the ability to read magical writings is never gained, the ability to *climb walls* is still increased according to experience level.

Tightrope walking assumes that the character will use this means to cross from place to place. The skill allows ascent up a rope or beam of about a 45" angle (maximum) or descent at a slightly steeper angle, all while upright and with hands free (in general). This is accomplished by balance, muscle coordination, and superb reflexes.

Pole vaulting includes any jumping which employs a leverage device to assist the individual in gaining height from momentum; i.e., a teeter board or springboard might serve as well or better than a pole in some cases. It will help to get quickly to the top of or over obstacles. It requires strength, dexterity, and practice to improve.

Jumping includes all sorts of unassisted leaps — high jumping and broad jumps (both from a standing and a running start) being important here. The skill requires coordinated strength and continual practice.

Tumbling assumes all sorts of gymnastic skills — tumbles, rolls, jumps, handstands, and so on. These routines are then used in attack, defensive evasion, and in jumping/falling.

THIEF-ACROBAT FUNCTION' TABLE (plus racial adjustments)

Character level	Tightrope walking	Pole vaulting	High jumping	Broad jumping: Standing	Broad jumping: Running	Attack	Tumbling: Evasion	Falling
6	75%	9'	4'	4'	8'	6%	10%	25%/10'
7	80%	9½'	4¼'	4½'	8½'	7%	15%	50%/10'
8	85%	10'	4½'	5'	9'	8%	20%	75%/10'
9	90%	10½'	4¾'	5½'	9½'	9%	25%	25%/20'
10	95%	11'	5'	6'	10'	10%	30%	50%/20'
11	100%	11½'	5¼'	6½'	10½'	11%	35%	75%/20'
12	100%	12'	5½'	7'	11'	12%	40%	25%/30'
13	100%	12½'	5¾'	7½'	12'	13%	45%	50%/30'
14	100% [1]	13'	6¼'	8'	13'	14%	50%	75%/30'
15	100% [1]	13½'	6½'	8½'	14'	15%	52%	20%/40'
16	100% [2]	14'	7'	9'	15'	16%	54%	40%/40'
17	100% [2]	14½'	7½'	9½'	16'	17%	56%	60%/40'
18	100% [3]	15'	8'	10'	17'	18%	58%	80%/40'
19	100% [3]	15½'	8½'	10½'	18'	19%	60%	20%/50'
20	100% [4]	16'	9'	11'	19'	20%	60%	40%/50'
21	100% [4]	16½'	9'	11'	20'	20%	60%	60%/50'
22	100% [5]	17'	9'	11'	21'	20%	60%	80%/50'
23	100% [5]	17½'	9'	11'	21'	20%	60%	20%/60'
Racial adjustments:								
Dwarf	-5%	-2'	-1'	-2'	-3'	+10%	+5%	—
Elf	+10%	—	—	—	-1'	—	+5%	+5%
Gnome	—	-2'	-1'	-1½'	-4'	+5%	+5%	—
Half-elf	+5%	—	—	—	—	+5%	—	—
Halfling	—	-2'	-1'	-1½'	-4'	+5%	+10%	+5%
Half-orc	—	—	—	—	—	—	—	+10%

[1] — Includes the ability to carry up to 1,000 g.p. weight/encumbrance in addition to normal load, or handle a moderate wind with no penalty to the chance for success.

[2] — Includes the ability to carry 1,000 g.p. weight/encumbrance in a moderate wind, *or* carry up to 2,000 g.p. weight/encumbrance, *or* handle a strong wind.

[3] — Includes the ability to carry up to 2,000 g.p. weight/encumbrance in a moderate wind, *or* 1,000 g.p. weight/encumbrance in a strong wind.

[4] — Includes the ability to bear up to 3,000 g.p. weight/encumbrance *or* as in [3] above

[5] — Includes the ability to carry up to 2,000 g.p. weight/encumbrance in a strong wind *or* bear up to 3,000 g.p. weight/encumbrance in a moderate wind, *or* bear up to a maximum of 4,000 g.p. weight/encumbrance.

THIEF-ACROBAT TABLE I

Experience points	Experience Level	Level title
20,001 — 45,000	6	Burglar-Acrobat
45,001 — 75,000	7	Second-Story Thief
75,001 — 125,000	8	Cat Burglar
125,001 — 180,000	9	Master Cat Burglar
181,001 — 250,000	10	Thief-Acrobat
250,001 — 500,000	11	Master Thief-Acrobat
500,001 — 750,000	12	Master Thief-Acrobat (12th level)

250,000 experience points for every level beyond the 12th.

Notes regarding Thief-Acrobat Function Table: Where applicable, roll percentile dice to determine success or failure of an attempt. Scores must be not greater than the percentage generated in order to be successful.

Tightrope walking assumes that the character will be traveling no more than 60' distance. Movement rate is 60'/round. If distance is greater than 60', then additional checks must be made. Moderate winds decrease chance of success by 10%, strong winds by 20%. In strong, gusty wind conditions there is *always* a 5% chance of failure. In non-windy conditions, a balance pole increases the chance of success by 10%. Failure to perform successfully means that the character falls to the area below, taking damage accordingly.

Pole vaulting requires at least a 30' running start and a pole of

Falling damage

The correct procedure for determining falling damage in the AD&D game system is to roll 1d6 per 10' fallen, *cumulative.* Since a falling body accelerates quickly, the damage mounts geometrically: 2d6 for the second 10 feet fallen, 3d6 for the third 10 feet, etc.

The maximum of 20d6 is therefore reached after a fall of approximately 60 feet for most characters. A thief-acrobat can often fall further distances, but the same 20d6 maximum should be applied.

The rationale behind this system will be discussed in the next issue (#70) of DRAGON™ Magazine.

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at least 4' greater height than the vaulter. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of 1/2' less height than the maximum height of the pole vault if so desired, assuming such a surface exists. Otherwise, the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment.

High jumping requires at least a 20' running start. The high jumper clears the obstacle in a near-horizontal position but lands on his or her feet. If some elevated step, or a series of such steps, enables the character to maintain rapid motion, he or she can then high-jump from such an elevated position just as if doing so normally. Alternately, the jumper can opt to land atop some higher surface. This surface must be no more than 4' above the level from which the jump is made, or 2' under the maximum height for normal high jumping, whichever is the greater. In either case, the thief-acrobat lands on his or her feet in 1 segment.

Broad jumping is self-explanatory. A jump of any sort requires but a single segment to accomplish. A running broad jump requires a run of at least 20'. In standing jumps, the thief-acrobat can leap forward up to the maximum distance, or backward up to half the maximum distance, in order to attack or avoid being in attack range, if this is deemed possible by the DM. All jumps assume the character will land on his or her feet. If the character wishes to leap in an extended position, 2' of additional distance can be gained, but the character will then land prone and take 2 full segments to get back on his or her feet. A 3' extension can be attempted, but this has a 25% chance of failure and a 3-segment period of recovery; a 4' extension has a 50% chance of failure and a 4-segment recovery; a 5' extension has a 75% chance of failure and a 5-segment recovery period.

Tumbling routines have the following benefits: *Attack* adds the indicated percentage to the character's chance for success in hand-to-hand combat involving grappling, pummeling, etc. *Evasion* enables the character to opt to evade attacks directed at him or her — just as a magic resistance would work with respect to magical attack forms directed at the individual (or a relatively small area, such as a few square feet, from which the thief-acrobat could easily remove himself or herself), or from melee combat — in the case where the thief-acrobat has the initiative, but only in this case. In any event, the chance for success cannot exceed a base of 60%, adjusted for dexterity and/or race. Evasion routines of any sort require 1 segment maximum to perform. *Falling* percentage indicates the chance for the thief-acrobat to take no damage from a fall of the indicated distance. Thus, at 6th level there is a 25% chance that the character will take no damage from a 10' fall. If damage is taken, the converse of the percentage to avoid damage is used to find maximum damage. Again in the case of a 6th level thief-acrobat falling 10' and taking damage, only 75% of normal (1d6) damage, rounded down, is taken. Note that at 9th level it is not possible for a thief-acrobat to take damage from a 10' fall, and it is 25% probable that he or she will take no damage from a 20' fall. Again, only damage from the second portion of the fall's distance would be considered if damage was indicated. Example: A 23rd level thief-acrobat is knocked off a tightrope and falls 60' to the rocks below. No damage would be sustained if the fall were 50' or less, but in a 60' fall the character's body reaches a high velocity, such that unless 20% or lower is scored by the character on a falling roll, he or she will take 80% of the usual amount of damage for a 60' fall, so it is 80% likely that 80% of 6d6 damage would be taken. Falls of a distance longer than the "safe" distance for a particular thief-acrobat add their normal increment of damage dice, regardless of elimination of shorter distances. Thus, in the example above, the 23rd level thief-acrobat falling 70' instead of 60' would suffer 80% of maximum damage for a 60' fall (80% of 6d6), *plus* 100% of 7d6. For an 80' fall, 100% of another 8d6 would be added; the total damage therefore would be 15d6 plus 80% of 6d6.

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Thief-Acrobat Weight/Encumbrance Table

Experience level	Body-associated wt./encumbrance	Additional (carried) wt./encumbrance
6	450 g.p.	100 g.p.
7	460 g.p.	200 g.p.
8	470 g.p.	300 g.p.
9	480 g.p.	490 g.p.
10	490 g.p.	500 g.p.
11	500 g.p.	600 g.p.
12	510 g.p.	700 g.p.
13	520 g.p.	850 g.p.
14	530 g.p.	1,000 g.p.
15	540 g.p.	1,500 g.p.
16	550 g.p.	2,000 g.p.
17	570 g.p.	2,250 g.p.
18	600 g.p.	2,500 g.p.
19	625 g.p.	2,750 g.p.
20	650 g.p.	3,000 g.p.
21	660 g.p.	3,500 g.p.
22	670 g.p.	4,000 g.p.
23	700 g.p.	4,000 g.p.

Notes regarding Thief-Acrobat Weight/Encumbrance Table: The term *Body-associated weight/encumbrance* refers strictly to the clothing, accessories, armor, and weapons of the character. Consider the following example of this for a typical character:

Clothing (partial only due to armor)	20 g.p. w/e
Leather armor	150
Boots, soft	30
Belt	3
Belt pouch, large	10
Belt pouch, small	5
Cloak, hooded	25
Dagger and scabbard	10
Short sword and scabbard	35
TOTAL	288 *g.p. w/e*
Balance for additional equipment and/or loot:	162 (minimum)
GRAND TOTAL	*450 g.p. (maximum for 6th level)*

No more than the indicated weights/encumbrances can be borne by the thief-acrobat at any time if he or she is to be able to perform the functions of his or her class (except for tightrope walking, as outlined in the footnotes to the Thief-Acrobat Function Table). Thus, loot will typically be carried in a hand-held container in order to be quickly rid of it so as to be able to vault, jump, or tumble. No backpack can ever be worn during thief-acrobat activities, other than during tightrope walking. Climbing functions of the thief-acrobat assume that only the stipulated weights/encumbrances will be borne.

The term *Additional (carried) weight/encumbrance* refers strictly to the weight borne when tightrope walking. Since this movement is very slow anyway, such great encumbrance is of no matter as long as it is evenly distributed and properly balanced. Thus, a 14th level thief-acrobat can carry an additional burden of 1,000g.p. weight/encumbrance in tightrope walking, but he or she cannot expect to otherwise move freely during vaulting, jumping, or tumbling routines, or even to climb walls with an extra 100-pound load. At 22nd level, a 400-pound person (perhaps a man in, plate mail) could be carried on the thief-acrobat's back, but only so long as that individual did not move so as to throw the thief-acrobat off balance.

Other information

In all other respects the thief-acrobat is treated as a thief. This includes *followers, abilities, setting traps* (at 5th level of ability, of course), and *gaining experience.*

Thief-acrobats will be a part of the normal thieves' guild if any such characters exist in the territory controlled by the guild. They can be leaders in such organizations, since they are treated the same as a regular thief by their brethren.

There it is! Comments are welcome.

*** * * TSR STATUS REPORT * * ***

News from the TSR front might encourage some of you. Despite the bad economic conditions and a slower growth trend, we are still hiring during this fiscal year (now through June 1983). We'll be employing some 160 additional persons, in fact! Positions posted for this period include *Developer, Game Designer, Manuscript Editor, Copy Editor, Technical Copy Writer, Creative Computer Programmer, Advertising Graphics Artist, Product Designer, Graphic Artists,* and a whole host of positions pertinent to work in our consumer services division, our crafts company, entertainment/media, sales/marketing/advertising, international division, business information services, and service groups such as computer services, education, human resources, publishing, and manufacturing. Any interested reader should send a complete resume to: TSR Hobbies, Inc., Personnel Dept., P.O. Box 756, Lake Geneva WI 53147.

Do not telephone! Don't just write a letter! Neither can be accepted. Our personnel people need only your resume, and then they will be in a position to contact you. We have about 200 persons on the payroll now, and by mid-1983 that number will be around the 350 mark. If you are interested in being one of the new additions, act quickly, please.

(Editor's note: This information was composed and submitted in early autumn of 1982; many of the position openings referred to may already be filled by the time you read this. Nevertheless, anyone interested in being considered for a position should still send a resume as per the instructions above. You never know. . . .)

Most, if not all, readers are aware that TSR has an English operation. It is TSR Hobbies (UK) Ltd., headed up by Managing Director Don Turnbull. The estimable Mr. Turnbull will soon be publishing a magazine of his own, so to speak. The tentative title is IMAGINE. Publication is initially slated for bi-monthly release, but I am sure that the goal will be monthly issues as soon as possible. Interested contributors should send submissions to the magazine at: TSR Hobbies (UK) Ltd., The Mill, Rathmore Road, Cambridge CB14AD, United Kingdom.

Regarding overseas activity, TSR has nearly completed its work with regard to establishing itself in France. Concurrent with this, we have completed translations of the material in the D&D® Basic Set, and the next step will be the Expert Set material — soon! Francois Marcela-Froideval is going to work with Frank Mentzer and me on the various TSR fantasy games and game projects, then spend some time working with our marketing and sales personnel. Finally, Francois will get some training in our business systems and so forth. Frank Mentzer, meanwhile, will be doing much the same thing, for he is slated to become Product Manager for TSR's line of FRP games. Call him a trainee while you still have opportunity! Some of our Good Readers will be especially pleased about this, I am certain, as it means that you'll have to read less of my material regarding official rulings and new material — but more of Frank's.

By the by, in case some of you haven't heard, Kim Eastland has taken over the management of the RPGA™ network as Frank moves elsewhere. We are not losing an excellent coordinator at all, for we gain another in Kim and now can use Frank's abilities to their full extent. Watch for great new things from RPGA™ headquarters. Also keep your eye on what is added to the D&D game system and the AD&D game line as well! Great things are in the offing!

As a final note, I am very pleased to comment on the recent decision by TSR's management to support the RPGA Scholarship Fund. What that means is that instead of a single $1,000 award, four additional, smaller, scholarships were given to other deserving applicant members of the network. Although these additional scholarships are optional, it is quite likely that one or more such awards will be given next year as well. All Learned Enthusiasts currently in high school and members of the RPGA™ network should keep this in mind.

Until next issue, then...

Social status and birth tables: New for AD&D™ play

by Gary Gygax

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There are at least two reasons for the inclusion of social status and birth information in the upcoming ADVANCED DUNGEONS & DRAGONS® expansion volume. First, such information will enable both DM and player alike to develop more of the data necessary for role-playing. Social status will also make meeting NPCs a lot more fun. Such information will also be necessary if the *cavalier* sub-class of fighter is included in your game. Thus, I submit for your inspection and comment the following:

Social **class**

The DM should determine the social class of each character he or she has in the campaign. This is accomplished by use of the Social *Class Table* (given below). You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his or her individual milieu.

SOCIAL CLASS TABLE

Die roll	Social (/Economic) class
01-04	Lower lower class (LLC)
05-10	Middle lower class (MLC)
11-20	Upper lower class (ULC)
21-35	Lower middle class (LMC)
36-55	Middle middle class (MMC)
56-87	Upper middle class (UMC)
88-96	Lower upper class (LUC)
97-99	Middle upper class (MUC)
00	Upper upper class (UUC)

Typical members of a class:

LLC: Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves and assassins

MLC: Herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, thieves, high-level assassins, low-level bards, low-level jesters

ULC: Freemen, tradesmen, petty officers, money-changers, mountebanks, fences, low-level fighters, high-level thieves

LMC: Artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers, low-level mystics

MMC: Landed gentry, merchants, petty officials, senior officers, landless petty nobles, fighters, low-level magic-users and low-level illusionists

UMC: Guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users and illusionists, low-level savants

LUC: Great landed gentry, generals and marshals, greater officials, knights, clerics, paladins, cavaliers, high-level magic-users and illusionists

MUC: Knights, commanders, great clerics, nobles, high-level paladins, very high-level M-U's

UUC: Great nobles, sovereign nobility, royalty

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu. As a general rule, a human society would most probably consider the non-humans as:

Dwarves — MMC (they are reputed to have gold and gems!)
Elves — ULC (wood elves) to LUC (gray elves)
Gnomes — ULC to LMC
Halflings — ULC (they are small and rustic)
Half-elves — Slightly above a human counterpart
Half-orcs — LLC

BIRTH TABLE FOR HUMANS

Die roll	Order of birth
01-05	Only child
05-10	1st child
11-20	2nd child
21-35	3rd child
36-50	4th child
51-65	5th child
66-80	6th child
81-85	7th child
86-90	8th child
91-94	9th child
95-97	10th child
98-99	11th child
00	12th child

PARENTS' MARITAL STATE

Dice roll	Marital state
01-80	Parents legally married
81-00	Parents unmarried; child is a bastard[1]

[1] — A bastard child is typically one class lower than the status of the father.

NON-HUMAN BIRTH TABLES

Dwarves: Use human tables, -15 on dice rolls.

Elves: Use human tables with the following modifiers:
Sylvan: -10 on dice rolls
Drow: -15
High: -20
Gray: -30
All others: -15

Gnomes: Use human tables, -20 on die rolls.

Halflings: Use human tables, -10 on dice rolls.

Half-elves: Use human tables, -10 on dice rolls.

Half-orcs: Use human tables, +10 on Birth Table, +75 on Marital State.

Other pertinent data should be developed by the DM as needed for the particular campaign.

Profession of the character

Any character must have, at the least, a social status of but one rank below that of his or her profession; note that any individual character born to the Lower lower class (LLC) can be only a thief or assassin!

A 'caste' of realistic characters

Build role-playing possibilities on a social structure

by Frank Mentzer

Social status is in your AD&D™ campaign whether you realize it or not! The player characters constitute a professional class in themselves (probably far richer than those characters comprising the bulk of their encounters), and then there's "everybody else" — from the powerful, rich castle owner to the rarely seen but everpresent beggar by the door of the inn.

Many good DMs have never seriously thought about this aspect of their campaigns and, frankly, probably haven't noticeably suffered for the lack of it. Those with a flair for verbal color have no doubt waxed eloquent about the farmers' friendly bartering with stout housewives in the morning market square, the colorful confusion of the trade bazaar, and the hundreds of "atmosphere people" plodding through their mundane lives in the streets and alleyways of the local town. Characters must beware of thieves, as the Guildmaster has no doubt assigned certain well-traveled corners of the town to his Rogues and Footpads for their Independent Studies (the boundaries of these Training Territories being carefully observed by their wary brothers), but these have become expected and almost routine facts of town life. And of course there are the ruffians and "mysterious cloaked figures" populating the taverns, providing both clues for future adventures and exciting brawls in the meantime.

Indeed, many "campaigns" are built on a simple series of dungeon adventures, with little or no play occurring in a populous setting. I know that mine was, initially; the world was there, waiting, but nobody ever ventured far from the Old Home Town other than to sack a few rooms of the nearby dungeon. So we just didn't worry about it.

At one point, however, the characters began to travel; I'd let them know that a new dungeon had been discovered (i.e., designed) somewhere, and of course there'd be a town or two along the route to it, and . . . one thing led to another, and before I realized it I had a continent with a dozen thriving towns. Their very existence stimulated more thought on the matter: How are these people surviving? Inter-city trade, plus NPC professions (chandler, cooper, wright, and so on), plus — oh, definitely — trade with adventurers. Come to think of it, those townsfolk specializing in PC-related trades, providing horses, supplies, and magic potions (though the initial investment in the latter trade must be formidable) would probably end up running things; power gravitates toward the rich. But, I digress into economics.

Get two people together and you have a society, and within every society is an implicit social structure of some kind. (Get three people together and they'll invent politics, but that's another topic altogether.) Where there is opportunity, there eventually comes someone to take advantage of it. Unless your campaign is in a post-cataclysmic setting of utter chaos, society is there, and opportunity is there. If anyone's taking orders, someone else is giving them; and when someone is giving orders, someone else is higher up the chain, as well as lower down.

But why worry about it? As a case in point, we theoretically use one-minute melee rounds, but you only get one swing (exceptions disregarded for the moment). The rest of the battle action is "assumed"; why not social structure likewise? Let's assume that there are beggars, laborers, tradesmen, gentry and so forth, and let's just not worry about the details.

You agree? Fine. Assume. The system works as is.

But a little simulation is good for a campaign. The game would be much less appealing if we were portraying Marzelts on a far planet, battling fierce Bolyks with our two-tentacled Shargums. Instead, it's based on something we can relate to: King Arthur-ish knights, and dragons, and a medieval flavor (sans plague) blended with epic fantasy. Just gimme the good stuff, we say, ignoring starvation and toilets and . . . social structure.

Stop and think a moment. If you live in a city suburb, how many close friends or business associates do you have in your immediate area? Okay, how many are from the "bad part" of the inner city? How many are deep in farm country? Now, consider the fact that modern communications and travel make those relationships far more possible for us than they would be in a medieval world, and that we can more easily divide ourselves geographically to live near our peers — those of our own "caste."

So why is your son-of-a-peasant fighter running around with a merchant's daughter who was tutored in the use of magic? They shouldn't even have met, let alone be on speaking terms — and in many games, they're trusting each other with their very lives!

With just a bit of consideration, social structure can add a more realistic feel to the AD&D campaign without getting in the way. Note that if the limitations on professions as described in Gary's short article start messing up your campaign, you should make exceptions, excuses, changes, or do anything necessary to keep a firm grip on your world. If you're starting (or re-starting) a game, try the social system presented here; it provides a nice framework around which to base a nicely self-consistent campaign. It fits well (unsurprisingly) with the WORLD OF GREYHAWK™ setting, as you'll see when more items in that line start appearing. But be careful in applying it to a game already going at full speed; you'll probably have to make modifications.

Imagine the intricate net of clues and adventures opening up with the introduction of social strata, whatever the details. A common field hand at a nearby farm turns out to be a medium-level assassin, spying on local Lawful Good activities. The brewery on the river bank is a cover for the Guild Headquarters itself. The beggar on Glenview Bridge is a 14th level magic-user, laying low after a scuffle with the druids — who are in turn hiding out disguised as cattle at a nearby farm. The mage bought his beggar's outfit from a glassblower, who fences stolen goods; the glassblower, in turn, notified a junior officer of the town guard (for a price, of course), who furthers her career by specializing in providing supplies for those "on the lam." Don Diego, a landed gentry, is a masked Robin Hood by night, fighting a never-ending battle against evil greed. Three escaped criminals kidnap a goose girl at the well, only to discover that she's the illegitimate daughter of the duke, who will pay handsomely for her safe return and even more for secrecy. And in each case, intervention by player characters is only possible if someone is of the same social level. . . .

When characters get together for an adventure, they'll have more rationale for doing so than saying, "We just all happened to be in the same bar, so. . . ." A social system helps provide ideas for character background: What happened to him in those 16-19 years that a fighter spent before becoming a professional? Does he remember anything that could lead to glorious (and, he hopes, lucrative) adventures? Or, more probably, is anything known about a town that could lead to inside information, the intrigue of politics and power, or simply who to talk to to get a regeneration spell? Town adventures can be fun, too.

But watch out for thieves.

FALLING DAMAGE

by Frank Mentzer

I must preface this brief article with a statement on Officiality. Please note that game-related information appearing in this magazine, under the name of any author, is presented for the consideration of the Gentle Readers, and feedback is definitely encouraged. The regular columns by E. Gary Gygax are, indeed, Official, but are not Final. You who are now reading these lines can affect the course of AD&D™ rules, by responding with your comments, both good and bad, on the information offered. The *Final* versions of the spells, character classes, and other *Official* tidbits from Gary will be published separately in the future. We will definitely release a new hardback book, the AD&D Expansion volume, within a few score fortnights. It will, it is hoped, contain details to explain and correct all the little holes in the system that we can find, along with vast amounts of new information. And by the way, Monster Manual Vol. 2 is already in production, and will appear this year, long before the Expansion volume. And MM2 looks so good that I won't say another word about it.

As to the problem with falling damage — well, it all started back in the early 1970's. *(Editor's note: The problem came to light during the preparation of Mr. Gygax's column on the Thief-Acrobat "split* class," *which appeared in issue #69 of DRAGON™ Magazine. It was addressed in a brief note published along with that article, with a promise that a more detailed explanation — this article — would be forthcoming.)*

Gary has always used a geometrically increasing system for falling damage in AD&D games; the trouble arose because that system simply never made it into the rule books.

When the AD&D Players Handbook was being assembled, a brief section on falling damage was included: a mere 7½ lines that offers more advice on broken bones and sprains than on falling damage. As we now understand the event, the section was not included in the first draft, and the editors requested a brief insert on this frequently referred-to topic. So Gary hastily wrote a sentence describing damage as "1d6 per 10' for each 10' fallen." Someone removed the "per 10'" as being (so it was thought) redundant, and off we went. That section was later quoted in passing in the Aerial Adventures section of the Dungeon Masters Guide, thereby becoming further entrenched in our game procedures.

The main point of current controversy seems to be the simple fact that everyone has been using "1d6 for each 10' fallen" for years, and the social inertia of Custom is still being cited as a reason to override common sense. And everyone *still* wants to know if you get a saving throw against falling damage; items do. (Note, however, that the "fall" category on DMG p. 80 mentions specifically falls of 5' or so; in other words, a dropped item, rather than one that sustains a long fall. Adjustments should be applied for descents of greater distance than 5'.)

Please understand first that when Gary writes something, he assumes that no important changes are being made between manuscript and printed product. (I'm sure most, if not all, other accomplished, best-selling authors assume the same thing.) So Gary checks the overall look before we in the TSR word factory send the final product off to the printer — but he doesn't review all the details. After all, he knows what he wants to do in his home-style games, and he writes more generalized, system-applicable details for us. He doesn't play AD&D games strictly by the book, and usually has no reason to double-check details in the books and other products before they are sent out for printing. (I usually end up with those tasks these days.)

So it was not until years after that first appearance of the "1d6 per 10' fallen" rule that Gary finally noticed we've been doing it wrong all these years.

The "correct" damage incurred by falling is 1d6 for the first 10', 2d6 for the second 10' (total 3d6 for a 20' fall), 3d6 for the third 10', and so on, cumulative. The falling body reaches that 20d6 maximum shortly before passing the 60' mark. This is definitely more realistic than a straight 1d6 per 10'; using the latter rule, I've seen a tough fighter dive off a cliff into a deep canyon, get up and dust himself off, and then start chasing monsters. If the DM had added, say, a saving throw vs. death with a -12 penalty, that would have been fairer; but there are no guidelines for such a save, and DMs are free to encourage fantastic stunts by ignoring inertia, the effect of acceleration on a falling body, and other "real" principles that apply in the "fantasy" world.

Note that the 1d6 is appropriate in the first place because the gravity of Oerth (Gary's "world") approximates that of our own planet, which accelerates a falling body by 32 feet per second for each second of fall. This would not be the case for worlds with weaker gravities, where 1d4 might suffice, or some other method might be used. In any case, however, the nature of gravity is such that you speed up as you go: a 20' fall *should* be more than twice as damaging as a 10' fall.

This cumulative system obviously makes pits a lot nastier, and monks, thief-acrobats, and *fly* and *feather fall* spells a lot more useful.

Personally, I'd tend to be as tough as Gary's old/newly announced system, and then some. Add a system shock roll for any falls of 60' or more (the "break point" for maximum damage), plus a save vs. death for similarly long falls, to see if you broke your neck or something. I might even want to modify that saving throw — say, a penalty of -1 for each 10' fallen *(not* cumulative), but +1 per character level. (This isn't Official, it's opinion, and this opinion continues:)

For saving throws, the cumulative system is so much more deadly that I'd allow a saving throw vs. death, for half damage if successful. But in turn, I wouldn't stop accumulating damage after 60'. The 20d6 maximum would still apply, but *after* the "real" damage is totaled. For example, a 60' fall inflicts 21d6 damage (save for half); a 70' fall, 28d6 (save for 14d6, or half, damage); an 80' fall, 36d6 (18d6 if saved against), and so forth. The 20d6 maximum should apply to the net effect, used if the save is failed in the examples above, instead of the rolls of 21d6, 28d6, or 36d6 mentioned.

Write! Tell us what you've been doing for falling damage, and what you think of the more realistic system recently offered. Gary *does* read your input — many of you have received replies from the Good Sage by now — and he'll clean up this debated area soon.

New druid spells . . . naturally!

by Gary Gygax

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There are only a few new druid spells offered here. This is not because I have run out of ideas or am lazy. Len Lakofka has spent a considerable amount of effort in devising numbers of new cleric and druid spells for the AD&D™ Expansion volume, and I am considering those spells as official, so what I present here for your inspection, coupled with Len's work, provides an ample number of new spells for the druid class.

One word about "Official" material presented herein: I wish to point out that the term does not mean that the material is graven on stone! Whether it is something I have done, Len Lakofka has written, Frank Mentzer has devised, or whatever, it is given here as *official* but in many cases it is still experimental, so to speak. When official material is gathered and prepared for print in final form, it is most likely to undergo change. Some will appear virtually unaltered, of course; some will be slightly revised: and some material will be substantially changed, whether due to your input or our own, or both.

In short, the game version is final and will always prevail over what is presented here. This is not to say that the material presented in DRAGON™ Magazine is inferior, second rate, or otherwise lesser. It simply is *new,* possibly experimental, and often in prototypical form. You get it first, but it often needs more work. I trust the Gentle Readers will forgive me for using them as testers. . .

One more thing about official material. Roger Moore did such a splendid job with the non-human deities (see DRAGON issues #59-63) that I have urged TSR to include them in the next edition of the DEITIES & DEMIGODS™ Cyclopedia, whenever such a revision takes place. Meanwhile, you should most certainly regard the work as "Official"! (Those AD&D players who are employing the WORLD OF GREYHAWK™ setting for their campaign can likewise incorporate this material into their activities if they so desire, although some alterations should be made to make sure the non-human deities reflect the WORLD OF GREYHAWK mode, as presented in several previous issues of this Splendid Journal.)

With the foregoing matters cleared up, let us move on to the meat of the matter, druid spells!

Detect Poison (Divination)

Level: *1*
Range: *0*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: By means of this spell the druid is able to determine if some object, creature, or area contains poison or has been poisoned. In general, the area which can be perused by the dweomer of the spell is about 1 cubic yard of space. Therefore, the druid cannot determine if an entire pond is poisoned, but he or she could tell if a portion — or something within the portion — scanned during the round contained poison. There is also a 5% chance per level of experience that the type of poison used or contained in the area scanned will also be discovered by the spell, i.e. contact poison (insinuative), ingestive, or respirative (gas).

While more than one area can be scanned with a *detect poison* during the duration of the spell, it is almost fruitless to attempt to determine poison type for all of those same areas; any single failure on the "5% chance per level" roll to detect poison type makes the spell useless for this purpose for the rest of the duration of this particular casting.

In addition to mistletoe, the druid needs a yew leaf as a material component for this spell. The latter item will turn brown if poison is present, so that several will be needed to fully utilize the entire spell duration.

Precipitation (Alteration)

Level: *1*
Range: *1 "/level*
Duration: *1 segment/level*
Area of Effect: *3" d. cylinder up to 12" high*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None (& special)*

Explanation/Description: When this spell is cast, all water vapor in the atmosphere in the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue only for as many segments of time as the spell caster has levels of experience. Since only about 1/100th of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments and thereafter the damp area will progress downward and/or inward accordingly, while after 5 segments the surface will also be wet.

Porous surfaces and materials will simply absorb the rain to

their entire capacity — probably well beyond that of the spell's duration.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Lightning cannot be called by the use of this spell. Tracking is impossible within the area of effect immediately after *precipitation* has fallen.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature is between 33° and 31° F. inclusive, the *precipitation* will fall in the form of sleet. At 30° F. and below, the *precipitation* will fall as rather thick snow, and most dampness/wetness effects will be negated until the snow melts. If magical heat of large area is applied to precipitation (i.e., a *wall of fire, fireball, flame strike,* etc.), a cloud of warm fog of double the area of the *precipitation* effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. Very hot creatures such as salamanders will suffer 1 point of damage for every segment they are within the area of effect of the spell. Such creatures are entitled to save versus magic.

The material components of the spell are a pinch of silver dust and the druid's sprig of mistletoe.

Flame Blade (Evocation)

Level: *2*
Range: *0*
Duration: *1 round/level*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*
Area of Effect: *3' long, sword-like blade*

Explanation/Description: When a druid casts this spell, he or she causes a blazing ray of red-hot fire to spring forth from his or her hand. This blade-like ray is actually wielded as if it were a scimitar, and if the druid scores a successful "to hit" die roll while employing a flame blade, the creature struck will take 5-8 hit points of damage — with a damage bonus of +2 if the creature is of the *undead* class or is vulnerable to fire, or a -2 penalty to damage if the creature is protected from fire. No damage can be caused to a creature which is a fire-dweller or uses fire as an attack form. The *flame blade* will ignite normally combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term except with respect to *undead* class monsters, so creatures that can be struck only by magical weapons are not harmed by this spell unless they are of the undead class.

In addition to mistletoe, the druid must have a leaf of sumac in order to cast this spell.

Goodberry (Alteration/Evocation) Reversible

Level: *2*
Range: *Touch*
Duration: *1 day+1 day/ per level of the caster*
Area of Effect: *2-8 fresh berries*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: When a druid casts a *goodberry* spell upon a handful of freshly picked berries, from 2 to 8 of them will become magical. The druid casting the spell (as well as any other druid of 3rd or higher level) will be able to immediately discern which berries were affected. A *detect magic* will discover this also. Berries with the dweomer will either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else the berry will cure 1 point of physical damage due to wounds or

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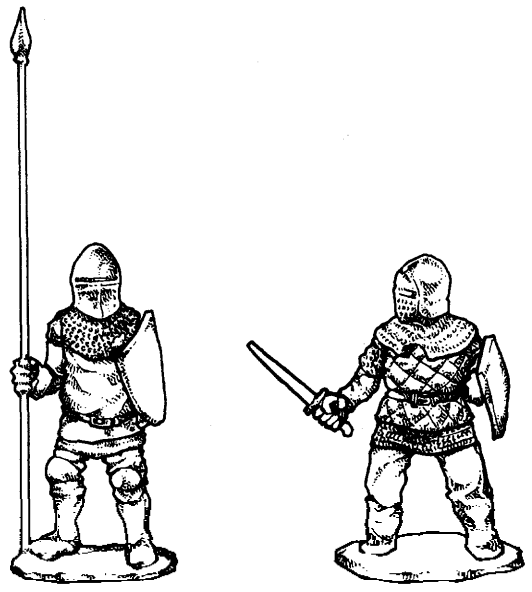

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Next issue: The new Cavalier sub-class

other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. The reverse of the spell, *badberry,* causes rotten berries to appear wholesome but each actually delivers 1 point of poison damage, no saving throw, if ingested.

The material component of the spell is mistletoe passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.)

Reflecting Pool (Evocation-Divination)

Level: *2*
Range: *1"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *2 hours*
Saving Throw: None

Explanation/Description: This spell enables the druid to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2'/level of the druid concerned. The effect is to create a scrying device similar to a *crystal ball.* (See the Dungeon Masters Guide, Miscellaneous Magic Treasure section, under *crystal ball.)* The scrying can extend only to those planes of existence which are co-existent with or border upon the Prime Material Plane, viz. the Inner Planes (including the Para-Elemental Planes, Plane of Shadow, *et al.)* Penalties for attempting to scry beyond the druid's own plane, as shown for the *crystal ball,* are applicable.

The druid must use both mistletoe and the oil extracted from such nuts as hickory and walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

Slow Poison (Necromatic)

Level: *2*
Range: *Touch*
Duration: *1 hour/level*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *1* segment
Saving Throw: *None*

Explanation/Description: This spell is identical to the second level cleric spell, *slow poison (q.v.),* except that if the druid is able to determine that the poison was one made from some living plant, he or she has a 5% chance per level of knowing an herbal antidote which will neutralize the toxin. (If the actual type of poison is not given by the DM, a successful casting of *detect poison* [type] indicates an organic poison which can be countered.) A dice roll equal to or less than the druid's chance to find an antidote indicates successful neutralization.

Rather than a holy/unholy symbol, the druid uses mistletoe as a material component, and crushed garlic is rubbed on the subject's feet. Antidotes must be obtained from green vegetation outdoors or from an herbalist or similar source of supply.

Cloudburst (Alteration)

Level: *3*
Range: *1 "/level*
Duration: *1 round*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None (& special)*
Area of Effect: *3" d. cylinder up to 6" high*

Explanation/Description: By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor into huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated as rain. The *cloudburst* will effectively drench everything within its area of effect in 1 segment, for its rain will fall at the rate of 1/10th of an inch per segment, or one inch of rainfall in 1 round. (Cf. *precipitation* spell.)

All normal fires within the area of effect will be extinguished by a *cloudburst* — small ones instantly, medium ones in 3-5 segments, large ones in 8-10 segments. Magical fires will also be extinguished by a cloudburst, with the following general rules applying: Permanent magical fires will re-light in 1-2 rounds. Small, rekindlable magic fires such as that of a *flame tongue* sword will be affected only during the cloudburst. Spells like *produce fire* and *burning hands* will be negated.

Large-area spells such as *fireball, flame strike, wall of fire,* etc., will, in the course of being extinguished, vaporize the rain, and a cloud of steam of quadruple area of effect volume will be created. This steam will inflict 1-3 points of damage on normal creatures within its area, double damage on cold-dwelling or cold-using creatures. It will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

Lightning cannot be called by the use of a *cloudburst.* Vision is reduced to 10' within the area of effect. All tracks within the area of effect are obliterated in 1 round.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31° F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst,* with one inch of snow falling per segment. Whether the vapor precipitates as rain, sleet, or snow, very hot creatures not saving versus magic within the area of the spell will suffer 10 points of damage, plus 1 point of additional damage for every segment they remain within the area of the *cloudburst.*

The material components for the spell are powdered silver and powdered iodine crystals, plus the druid's mistletoe.

Spike Growth (Alteration/Enchantment)

Level: *3*
Range: *6"*
Duration: *3-12 turns +1 turn/level*
Area of Effect: *1" square/level*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: Wherever any sort of plant growth of moderate size or intensity is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect, ground cover, while appearing to be nothing different, serves as if it were *caltrops* (see new weapon types in DRAGON #64). Roots and rootlets will do the same in areas of bare ground or earthen pits. Without a spell such as *true seeing,* similar magical aids, or some other special means of detection (such as *detect traps),* an area affected by *spike growth* is absolutely undetectable until a victim enters it and takes damage. Even then, the creature will not be able to determine the extent of the area affected by the *spike growth* unless it has some means of magic detection. Each 1" of movement by a potential victim incurs 2 "attacks" (cf. *spike stones).* Spells which will control or harm vegetation, as well as a *dispel magic,* will negate the area of the dweomer. Otherwise, the spell will remain potent until its natural duration expires.

The components for this spell are the druid's mistletoe and seven small twigs, each sharpened to a point, or else seven sharp thorns.

Starshine (Evocation-Illusion)

Level: *3* Components: *V, S, M*
Range: *1"/level* Casting Time: *5 segments*
Duration: *1 turn/level* Saving Throw: *None*
Area of Effect: *1 square" per level*

Explanation/Description: A *starshine* spell enables the druid to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it will be lit by *starshine.* Vision will be clear at up to 30', indistinct to 60', and beyond that only gleams and glimmers will be discernible. The *starshine* allows shadows. It enhances ultravision to its full potential but does not affect infravision. The spell makes the area of effect actually appear to be a night sky, but disbelief merely allows the disbeliever to note that the "stars" are actually the evoked lights of a *starshine* spell.

The material components are several stalks from an amaryllis (especially Hypoxis) and several holly berries.

Liveoak (Enchantment)

Level: *5* Components: *V, S, M*
Range: *Touch* Casting Time: *1 turn*
Duration: *1 day/level* Saving Throw: *None*
Area of Effect: *1 oak tree*

Explanation/Description: This spell enables the druid to select a healthy oak tree and cast a dweomer upon it so as to cause it to serve as a protector. The spell can be cast on but a single tree at a time, and while a *liveoak* spell cast by a particular druid is in effect, he or she cannot cast a second such spell.

The tree upon which the dweomer is cast must be within 10' of the druid's dwelling place, within a place sacred to the druid, or within 10" of something which the druid wishes to guard or protect. The *liveoak* spell is cast upon a healthy tree of small, medium, or large size according to desire and availability. A "triggering" phrase of up to a maximum of 1 word per level of the druid casting the spell is then placed upon the dweomered oak; for instance, *"Attack any who come near without saying 'sacred mistletoe' first"* is a 10-word trigger phrase which could be used by a druid of 10th level or higher casting the spell. The *liveoak* triggers the tree into becoming a treant of appropriate size and attack capability, matching the specifications of the Monster Manual, but with only a 3" movement rate. The druid needs his or her mistletoe to cast this spell.

Moonbeam (Evocation-Alteration)

Level: *5* Components: *V, S, M*
Range: *1"/level* Casting Time: *1 segments*
Duration: *1 round/level* Saving Throw: *None*
Area of Effect: *1" diameter area (plus special)*

Explanation/Description: By means of this spell the druid is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, and white will not be determinable.

The spell caster can easily cause the *moonbeam* to move to any area he or she can see and point to. This makes the spell an effective way to spotlight something, for example an opponent. While the *moonbeam* allows shadows, a creature centered in a *moonbeam* spell is most certainly under observation. The reflected light from this spell allows dim visual perception 1" beyond the area of effect. The light does not adversely affect infravision, and enhances ultravision to its greatest potential.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Spike Stones (Alteration/Enchantment)

Level: *5* Components: *V, S, M*
Range: *3"* Casting Time: *7 segments*
Duration: *3-12 turns +1 turn/level* Saving Throw: *None*
Area of Effect: *1" square/level of caster; 1 spike per 1' sq.*

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The stone spikes serve to impede progress or actually inflict damage. If an area is carefully observed, it is 25% likely per observer that the sharp points of rock will be noticed. Otherwise, those entering the area of effect of the spell will effectively suffer attack by dagger from a druid of the level of the spell caster, immediately upon setting foot in the area and for each step therein thereafter. The initial step will be sufficient to allow the individual to become aware of some problem only if the attack succeeds; otherwise movement will continue until damage occurs. Charging/running victims will suffer 2 attacks per 1" of movement rate over the area of effect after initial damage before being able to halt. Others will suffer but 1 additional attack-like check.

Those falling into pits where *spike stones* are present will suffer 6 such attack-like checks, each made at +2 "to hit" probability for each 10' of distance fallen, and +2 of damage inflicted per 10' distance fallen, spike damage being in addition to falling damage. The material component of the spell is 4 tiny stalactites.

Transmute Water To Dust (Alteration) Reversible

Level: *6* Components: *V, S, M*
Range: *6"* Casting Time: *8 segments*
Duration: *Permanent* Saving Throw: *None (& special)*
Area of Effect: *1 cubic"/level*

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned. If a living creature is concerned, a saving throw versus magic is required, and only one creature can be the target for such spell usage, regardless of the size of the creature concerned. Failure to save results in the intended victim taking 8-32 points of damage, or twice this much vs. creatures from the Elemental Plane of Water. The reverse of the spell is simply a very high-powered *create water* spell which requires dust as a component.

Either usage requires diamond dust of at least 500 g.p. value, and a bit of seashell, as well as the druid's sprig of mistletoe.

Changestaff (Evocation-Enchantment)

Level: *7* Components: *V, S, M*
Range: *Touch* Casting Time: *3 segments*
Duration: *Special* Saving Throw: *None*
Area of Effect: *The druid's staff*

Explanation/Description: By means of this spell the druid is able to change his or her staff from a pole of dead wood into a

treant of largest size. In order to cast the dweomer, the druid must first have located a tree struck by lightning within the past 24 hours. He or she must then select a sound limb, remove it from the tree, and prepare a specially cured section. This section must be shaped and carved so as to be ready to accept the magic which the druid will then place upon it. The staff must be of ash, oak, or yew wood. Curing by sun drying and special smoke requires 28 days. Shaping, carving, smoothing, and polishing requires another 28 days. The finished staff, showing scenes of woodland life, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the druid's grove while he or she then *speaks with plants,* calling upon the staff to assist in time of need. The item is then charged with a dweomer which will last for many changes from staff to treant and back again.

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points, goes to 11 and 88, 10 and 80, 9 and 72, etc. As it loses hit dice, it becomes smaller in size, thus losing attack power as well. If and when the staff/treant is brought below 7 hit dice, the thing crumbles to sawdust-like powder and is lost. The staff cannot ever be brought upwards in dice or hit points, except by a *wish.* Of course, a new staff can always be sought out, seasoned, and so forth, to begin the process anew.

When the druid plants the end of the staff in the ground and speaks a special command prayer and invocation, the staff turns into a treant. It can and will defend the druid, or obey him or her in any way it can. However, it is by no means a true treant, and it cannot converse with actual treants. The transformation lasts for as many turns as the druid has levels of experience, until the druid commands the thing to return to its true form, or until the thing is destroyed, whichever first occurs.

In order to *changestaff,* the caster must have either mistletoe or leaves (ash, oak, or yew) of the same sort as the staff.

Sunray (Evocation-Alteration)

Level: *7* Components: *V, S, M*
Range: *1"/level* Casting Time: *3 segments*
Duration: *1 round* Saving Throw: *Special*
Area of Effect: *1" diameter area (plus special)*

Explanation/Description: When a *sunray* spell is cast, the druid evokes a burning beam of light which is similar to a ray of actual sunlight in all important aspects. It inflicts blindness for 1-3 rounds upon all creatures within its area of effect unless a successful saving throw versus magic is made. Creatures using ultravision at the time will be blinded for 2-8 rounds. Those within its area of effect, as well as creatures within 2" of its perimeter, will have no infravisual capabilities for 2-5 rounds. Undead caught within its main area of effect must save versus magic or else take 8-48 points of damage, half damage if a save is made. Those within the secondary area of effect (up to 2" from the perimeter) must save to avoid taking 3-18 points of damage; no damage if this save is made. The ultraviolet light generated by the spell will inflict similar damage on fungoid creatures and subterranean fungi as well, just as if they were undead, but no saving throw is possible.

The material components are an aster seed and a piece of aventurine feldspar (sunstone).

The way things are and the way they will be

Soon I hope to have my new cleric spells ready for your review. As with druid spells, these new offerings will be in addition to the material already presented by Len Lakofka.

It is also necessary for me to say yet more about my creative work — or lack of it. Most of this Learned Audience is aware that I am the President and Chief Executive Officer of TSR Hobbies, Inc. The corporation is the largest, by far, in the Adventure Gaming industry. In our current fiscal year, we should gross over 30 million dollars in sales. We employ more than 250 persons in the United States. TSR is growing, expanding, and diversifying.

The growth and success of the corporation over the past few years has been remarkable — but we are by no means ready to sit back and rest on our laurels! In fact, there are so many new things coming that we expect to go far beyond each previous 'year for many years to come. All of this requires great effort on the part of each and every one of TSR's employees. Most of my time is required for such work. Planning and management take up the bulk of my week, and I must squeeze out a few off hours in the evenings and on weekends to do things like magazine articles. My design work has by no means been abandoned, but it has been relegated to a position of lesser priority — the last priority at this moment.

Pending work which will eventually be done includes the *Temple of Elemental Evil* (formerly designated as module T2 but which will be released as WG 2, part 1 and 2), the *Maze of Xaene,* with Rob Kuntz and Eric Shook (two parts also), the new material for the AD&D™ game system, and various and sundry other modules and playing aids which are in one or another stage of planning or development. The exact order of material is impossible to predict, for expediency always dictates which project I work on. If I have three days of "free" time, a project which will fill that amount of time will be selected. I need at least two weeks to ready the first portion of the *Temple of Elemental Evil* for print, and about three weeks to finish the second portion. That time might come up in a few days, or not for many months. I apologize for the delay, but please bear with me. It is necessary that I place the overall needs of TSR and its many employees above design work — even though I prefer to do it and there is tremendous demand for the promised work. Well, enough of that, and thanks for your understanding!

It might interest some of you to learn that we now have a number of D&D® game products translated into French. A full-time translator has been placed on the staff, and we expect to have a large number of games and accessories in French within the next few years. The next steps we will take will be in the areas of German and Japanese language game translations. The ranks of fantasy game enthusiasts will certainly expand when such translations are generally available.

Don't believe everything you read

As an added note, Gentle Readers, we still have difficulties with a world of misinformation being given by other publications in the field. A most amusing one recently appeared which stated that TSR was still continuing to hire personnel even though our sales were 30% under those of the previous year.

Most of that statement is correct. There is only one minor flaw — or is it so minor?! TSR is seeking good people in virtually every area of its activities. The company is growing and expanding. However, our sales were *not* 30% under last year's. Our growth was 30% under what we projected: That is, instead of doubling in size this year, it is likely that we will only increase by approximately 170%. Considering the economy, that is, in fact, amazing growth.

The reason I bring this up is to call your attention to the foolishness of gossip columns. Rather than having information of this nature bandied about, I ask readers to do this: If you have questions about *anything* which pertains to TSR Hobbies, Inc., just drop us a line. While I can't guarantee that we'll answer every question, we certainly will make an attempt to cover those points which are of great interest, or those questions which are most frequently asked. We don't tell everything, but we certainly are more open than any other company I know about. We can't reveal information regarding new products and secret projects, but we can tell you just about everything else. ⌘

The chivalrous cavalier

by Gary Gygax

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Here is another installment of the new character classes promised for the expansion of the AD&D™ game system. The *cavalier* class, or sub-class of fighter, if you will, is predicated upon knighthood and chivalry. Because this is a fantasy game, and because every campaign certainly does not include feudalism and chivalry, the class contains changes from historical facts and legends. These changes, of course, are what makes the cavalier class compatible with the overall game system.

As usual, your comments are invited. Input is most desirable, for what appears here is the basis — not the final form — of the sub-class. As is also usual, it is unlikely that comments sent to us will receive a direct reply — there just isn't anyone on staff at this time to handle such work. While I am working to put together AD&D™ material, and Frank Mentzer is engaged in the revision and expansion of the D&D® game system, the Industrious Staff of TSR are seeking personnel to fulfill the needs of you, the Understanding Readers. Thus, we should soon have the wherewithal to respond properly to all correspondence. Meanwhile, suffer along and accept my general thanks to all of you. On to the business at hand!

The Cavalier

The cavalier character is a sub-class of fighter. In order to become a cavalier, the character must be in service to some deity, noble, order, or special cause. The DM will determine if this requirement can be met and if it is properly met. Likewise, the cavalier must always place honor, bravery, and personal deeds in the forefront of his or her activity. The DM will always monitor the activity of a cavalier character to make certain that the role is properly played. The general "code" of chivalry which must be subscribed to by the cavalier is appended. The DM will modify and augment this code as he or she deems suitable for the circumstances of your particular campaign.

In general, the cavalier character must be of the correct social class, i.e. gentle or noble birth, or of the accepted aristocracy for candidacy to knighthood. This requirement usually means that the character must be of a knightly, noble, or royal family which has suitable financial means to support the training necessary for entrance to the class of cavalier. Your DM will determine this from information which he or she has on hand for the purpose.

Initially, the cavalier character must be of Good alignment, whether Lawful, Neutral, or Chaotic. Alignment change will not adversely affect a cavalier when it is gradual and reasoned. Change of alignment after 4th level is subject to all of the usual penalties, however.

The cavalier character must have minimum ability scores of 15 in strength, dexterity, and constitution, and 10 in intelligence and wisdom. No bonus to earned experience is ever applicable, regardless of attribute score totals.

As stated above, service is the paramount requirement for assumption of cavalier status. This service can be to a deity, state, order, or any master, particularly one of high station. After attaining knighthood, the cavalier can renounce former service, of course. At such point, the cavalier then champions a creed or cause, or is simply a rogue. In all cases, social status is likewise of paramount importance, and this must be maintained. The activity of the cavalier is such that it precludes any other profession other than that of paladin. The paladin-cavalier is detailed hereafter. Other than this exception, there can be no multi-classed cavalier or dual-classed cavalier.

The knightly profession of cavalier demands constant training and practice at arms and warfare. A portion of each day not spent adventuring must be spent in mounted arms drill and combat practice afoot.

Mounted combat is the especial forte of the cavalier class. When a human cavalier (but not an elven or half-elven one) is mounted, he or she makes all attacks at 1 level above his or her actual level of experience. This applies only to horses or other mounts which are listed as steeds for the class, or mounts of which the DM has approved.

Knowledge of horses, and other sorts of mounts as well, enables the cavalier to be able to estimate the relative worth of a steed. Thus, when a cavalier examines a mount, he or she can tell if it has low worth (one-third or fewer of the creature type's maximum possible hit points), average worth, or high worth (two-thirds or more of the maximum possible hit points). Any steed selected by a cavalier will have +2 hit points per hit die (up to the maximum number of points per die, of course). Other special abilities regarding steeds are covered under the *Horsemanship and Mounts* heading given hereafter.

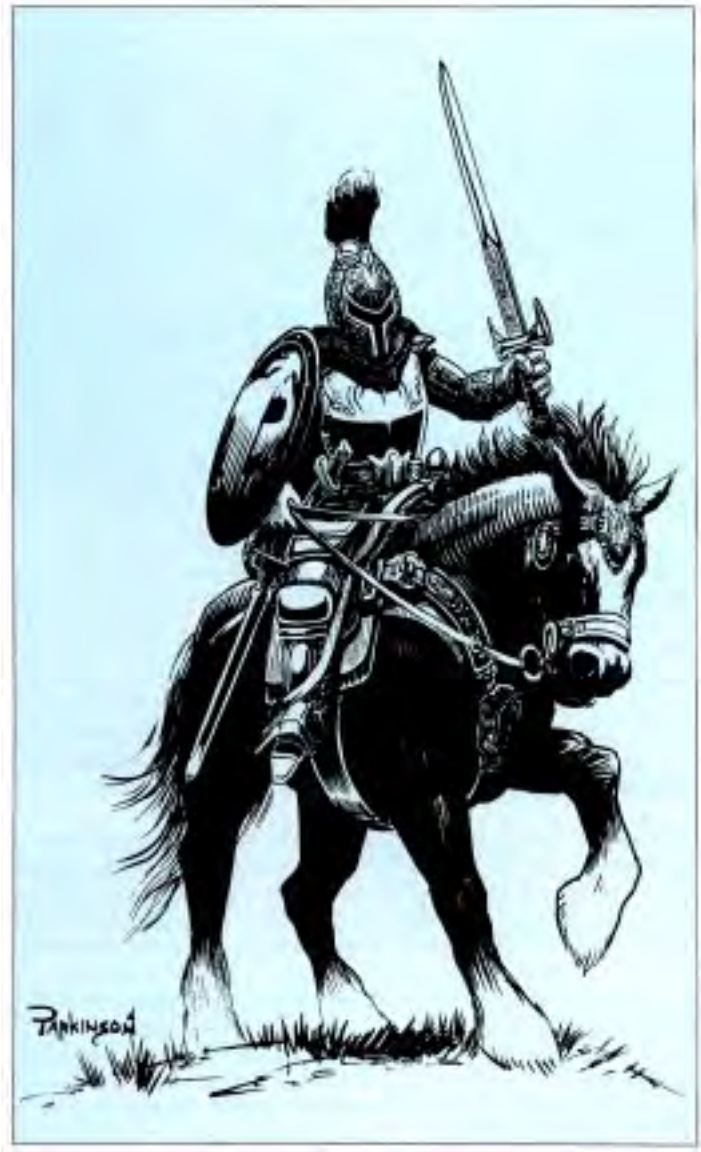
Weapons of many sorts are known to the cavalier class. The selection of weapons, proficiency with them, and eventual specialization are all different from all of the other character classes. The lance must always be the first weapon of proficiency and then specialization. The weapons which a cavalier will use are listed below, and then a table of weapon proficiency and weapon specialization is given. Because personal bravery might be questioned if a cavalier fought at a distance, some orders might forbid the use of missile weapons such as the bow or crossbow. Naturally, elven orders will not do so.

Weapons skill also enables the cavalier to *parry* more effectively than other sorts of fighters. Should a cavalier choose to parry rather than attack, all of the cavalier's "to hit" bonuses (from strength, specialization, magical sword, etc.) can be used to subtract from an attacker's "to hit" die roll(s). Of course, only one attacker can be so affected. However, the cavalier can also use his or her shield to parry attacks from a second opponent, reducing that opponent's "to hit" die roll(s) by -1 plus any magical bonuses of the shield, also expressed as a negative

number. Thus, a +1 magic shield could be used to parry so that "to hit" die roll(s) from an attacker were reduced by -2. By weapon and shield parrying, a cavalier can seek to thwart the attacks of two opponents. If a third is also attacking, such attacks will then be made as if the cavalier had no shield, since that instrument is being employed in defensive parrying. If the cavalier performs one or two parries, he or she cannot also attack, even though he or she may otherwise be entitled to more than 1 attack per round.

The cavalier considers armor as much a badge of station as a protection. Thus, the cavalier character will always possess the very best and finest-quality armor he or she is able to own. Appearance is as important as function, so engraving, inlaying, and decoration will always be sought. Plate will be selected in preference to banded or splint, banded or splint in preference to chain mail, chain in preference to scale, and ring mail last of all. A cavalier will never wear leather or padded armor of any sort — such protection is for thieves and peasants! The above applies even in the case of magical armor, so +2 magic chain is certainly not acceptable to the cavalier if he or she can have banded or splint armor instead.

Plate Armor: A cavalier character from a landed family of gentle (knightly) or noble birth will always be suited in plate armor. Note that this is different from plate mail in that it does not require extensive use of chain mail, pieces of plate, and heavy padding. Thus, plate armor is of the same relative bulk and weight as chain mail. The wearer is able to move at a base rate of 9". All plate armor is carefully fitted to the individual, so not one suit of plate armor in a thousand will fit another person. The armor class of plate armor is either 2 or 1, depending on the quality of workmanship. For game purposes, the two sorts are distinguished from each other as Field Plate Armor (AC 2) and Plate Armor (AC 1). Because of the individual nature of this sort of protection, a suit of magical plate armor is never discovered. If a cavalier desires magical armor of this nature, he or she must have it specially constructed and enchanted. Such a process will require weeks of fitting, months of work at a forge by the most expert dwarven crafters, the finest mithral or adamantite-alloyed steel, and a year or more of magical enchanting. The cost of such work is certainly in excess of 100,000 gold pieces per each "plus" of enchantment, and such armor is very rare indeed.



CHARACTER RACE TABLE I.(A): CHARACTER CLASS LIMITATIONS

Character Class	Dwarven	Elven	Gnome	Half-Elven	Halfling	Half-Orc	Human
FIGHTER							
Cavalier	no	U	no	U	no	no	U

CHARACTER CLASSES TABLE I.(A): HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Character Class	Hit Die Type	Maximum Number of Hit Dice	Spell Ability	Class Level Limit
FIGHTER				
Cavalier	d10	10[1]	no	none

[1]— Initial hit points for a 1st level cavalier range from 4-13 (generated either as d10+3 or 3d4+1), due to the necessity of having to attain the social status necessary for 1st level.

CHARACTER CLASS TABLE II.(A): ARMOR AND WEAPONS PERMITTED

Character Class	Armor	Shield	Weapons [1]	Oil	Poison
FIGHTER					
Cavalier	any [2]	any	any [3]	yes [4]	no [5]

[1]— This heading includes any magical weapons of the type named, unless use of such a weapon by the class in question is specifically prohibited in the description of the magic weapon.

[2]— However, padded or leather armor— including studded leather armor- is not acceptable to the class. The class also has access to plate armor, not otherwise available to any other type of character.

[3]—. However, pole arms and missile weapons other than those listed as acceptable to the class are unacceptable and will never be used. Likewise, those weapons commonly associated with peasants will be shunned.

[4]— Personal use of oil is unacceptable, but its general employment by others and its use in siege craft are acceptable.

[5]— Poison use is deemed unchivalrous and relegated to Evil characters only.

Improving Abilities: The constant training and endurance of hardship which the cavalier undergoes hardens, strengthens, and toughens the character so that his or her ability scores in the major areas improve slowly with acquisition of experience. When the points for a cavalier's strength, dexterity, and constitution are recorded on the player character record sheet, a slash (/) must be made and a percentile dice score recorded after the number, just as is done for fighters with 18 strength. This is done even though the ability score might only be the minimal 15; the score will be shown as 15/xx, where xx is the percentile dice score. As the cavalier gains each additional level of professional experience, up to and including the 10th, he or she rolls two 10-sided dice (2d10) and adds the results together for a total of 2 to 20 points. This score is added to the number on the right of the slash, and if this number then exceeds 99, the number to the left of the slash is increased by 1, and the percentile remainder, if any, shown after the slash. Ability scores in strength, dexterity, and constitution (including female character strength) may rise as high as 18/00 through this method.

Example of increase in scores: A cavalier character has succeeded in attaining 2nd level and undergone the appropriate training. He or she then rolled 2d10 for each of the three attributes affected by level acquisition: strength, dexterity, and constitution. The numbers rolled were 03, 16, and 14. They were added to existing totals as follows: Str 17/92 becomes 17/95, Dex 16/29 becomes 16/45, and Con 15/88 becomes 16/02. Since 1 full point of constitution has been gained, an adjustment in hit points and system shock/resurrection percentages must be made.

Saving Throws: All of a cavalier's saving throws are made on the regular table for fighters. However, fear of any sort, magical or otherwise, will never affect a cavalier. Those of Good alignment radiate a protection from fear in a 1" radius, so that all allied creatures within this radius are also immune to the effects of *fear.* Similarly, spells or magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on a cavalier character. Thus, such powers as *beguilement, charm* (except that derived from comeliness), *domination, hold, hypnosis, magic jar, possession,* a psionic *mind blast, sleep, suggestion,* etc., are unlikely to have any effect, for the cavalier is first entitled to resist such powers with a 90% probability of success, and is then entitled to a saving throw, if applicable. Note that illusion spells which might affect the mind of the cavalier are not included in the above list, but the saving throw versus such spells is made at +2 by the cavalier.

Damage: The specific dedication of cavaliers of Good alignment is such that they are able to survive at negative hit-point totals, while cavaliers of Neutral or any Evil alignment (those whose alignment has changed for some reason) cannot do so. The maximum number of negative hit points allowable is equal to the number of hit points the cavalier had at 1st level, i.e. 4-13. Note that when a negative number of hit points is reached, the cavalier can no longer attack but must immediately rest, bind wounds, and seek healing. Normal healing of wounds is the same as for fighters, except that the cavalier of Good alignment receives a bonus of 1 to 4 hit points' worth of healing (roll d4) at the end of each full week of normal healing. This bonus is available only to dedicated cavaliers of Good alignment and can be obtained only after one full week of rest.

Acceptable Background: Because of the many possible social structures from campaign to campaign, hard and fast rules are not possible here. The family background of a cavalier character must be aristocratic, however, and if a feudal system prevails in the campaign, the cavalier *must* be from a family of gentle or noble (including royal) origin. Landless aristocrats (knights or nobles) are typically precluded from having a child immediately enter the cavalier class at 1st level, since they are unable to afford the training and equipment needed. Such families (as well as lesser families being particularly honored) might, however, be allowed to have a child candidate enter the cavalier class as a 0 level *horseman* retainer of a knight, with 1 d4+1 (2-5) hit points and -1,500 experience points, work up to a 0 level *lancer* retainer with 2d4+1 (3-9) hit points, and eventually become a 1st level *armiger* retainer with 3d4+1 (4-13) hit points. (See the experience point table given hereafter.) Social station and position are always of utmost importance to the cavalier. Your DM will know how to adjudicate such questions, based on his or her campaign's social and cultural systems.

In all cases, elven and half-elven cavaliers *must* be of landed gentle (knightly) or noble birth. Furthermore, half-elves and elves must be high elves or gray elves, not any other derivation.

Horsemanship and Mounts: All cavaliers are virtually born and bred to the saddle. One is unlikely to be thrown from the saddle, or injured when his mount falls, and the base 85% probability against either occurring is reduced by 1% per level of the cavalier, i.e. 86% at 1st level, 87% at 2nd, etc. A cavalier will ride only a trained warhorse unless mounted travel is absolutely necessary and no such mount is available. At higher levels, the cavalier will also ride other sorts of steeds. Horsemanship abilities are as follows:

3rd level: At this level the cavalier can vault into the saddle of his or her mount with bulky armor and have the steed underway in 1 segment.

5th level: At this level the cavalier can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and this can be sustained for up to 6 turns. The extra speed thus gained will have no ill effects upon the mount, although normal rest and feeding are always necessary.

7th level: At this level the cavalier is able to handle and ride a pegasus as a steed.

9th level: At this level the cavalier is able to handle and ride a hippogriff as a steed.

11th level: At this level the cavalier is able to handle and ride a griffon or similar creature as a steed.

In any case, a cavalier's mount will be friendly to and accept the cavalier as long as it is treated properly by the character. Of course, creatures of Good alignment will not allow any of Evil sort to come near in these cases, and vice versa.

Special Note: Female elven cavaliers are able to handle and ride unicorns as steeds at 4th level.

Followers: The cavalier will eventually attract followers. This occurs as his or her reputation and device become known and recognized. Cavaliers of Evil alignment will attract only that sort of follower, and likewise can have only certain sorts of henchmen. All of this will be handled appropriately by the DM. Neutral-aligned cavaliers will attract no followers.

Evil Cavaliers: If a cavalier elects to move his or her alignment to that of Evil, the various penalties given above always apply. Although the cavalier can then resort to poison use, the reputation and shield device of the Evil cavalier will become known. All cavaliers of Good alignment are duty-bound to attack and attempt to destroy cavaliers of Evil alignment.

Hospitality: A cavalier is entitled to full hospitality — food, lodging, and whatever else is needed (within reason under the circumstances) — from all other cavaliers of the same alignment. Of course, Evil-aligned cavaliers may freely ignore such obligation. Hospitality is likewise due from all gentle, noble, and royal households according to their ability, alignment, and relationships between various political divisions which might be concerned.

Cavalier-Paladins: The especially dedicated cavalier is, in fact, a cavalier-paladin. All of the rules and guidelines pertaining to the cavalier sub-class apply. Likewise, all the rules of the paladin sub-class apply except as follows: Six magic weapons

can be owned, spells are never gained, followers are attracted as with any cavalier. The cavalier-paladin must be of Lawful Good alignment and remain so.

CAVALIERS (FIGHTERS) TABLE

Experience Points	Experience Level	10-sided Dice for Accumulated Hit Level Points	Title
(-1,500 — -501	*0*	*1d4+1*	*Horseman)*
(-501 — -1	0	*2d4+ 1*	*Lancer)*
0 — 2,500	1	1 +3 hp[1]	Armiger
2,501 — 5,000	2	2	Scutifer
5,001 — 10,000	3	3	Esquire
10,001 — 18,500	4	4	Knight Errant
18,501 — 37,000	5	5	Knight Bachelor
37,001 — 85,000	6	6	Knight
85,001 — 140,000	7	7	Grand Knight
140,001 — 220,000	8	8	Banneret
220,001 — 300,000	9	9	Chevalier
300,001 — 600,000	10	10	Cavalier
600,001 — 900,000	11	10+3	Cavalier, 11th
900,001 — 1,200,000	12	10+6	Cavalier, 12th [2]

[1] — If qualification for 1st level required progression through two 0-level grades, then hit dice for 1st level are 3d4+1, but in all other cases 1d10+3 applies.

[2] — 300,000 exp. pts. per level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

FIGHTERS et al & CAVALIERS ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round [1]
Cavalier 1-5	1/1 or 3/2
Cavalier 6-10	3/2 or 2/1
Cavalier 11-15	2/1 or 5/4
Cavalier 16 & up	5/4 or 3/1

[1] — For all thrusting or striking weapons only. The first column is for any such weapon; the second column (after the word "or") shows the rate for weapons of such nature at which the user has gained *specialization.*

CAVALIER ARCHER/CROSSBOWMAN SPECIALIST LEVEL TABLE

Level	Rate of Arrow Fire per Round	Rate of Bolt Fire per Round
1-5	—	3/2
6-10	3/1	2/1
11-15	4/1	5/4
16& up	5/1	3/1

WEAPONS USABLE BY CAVALIERS (in order of preference)

Weapon Type	Specialization Possibility
Lance	yes; mandatory
Sword, long	Yes
Sword, broad	yes; double possible (for humans only)
Mace, horseman's	yes; double possible
Sword, bastard	yes
Sword, two-handed	no
Axe, battle	yes
Flail, horseman's	yes
Pick, military, horseman's	yes
Dagger	Yes
Sword, short	yes
Scimitar (falchion, etc.)	yes; double possible
Bec de corbin	no
Halberd (pole axe)	no
Javelin	yes
Bow, elven short composite	yes (elves, ½-elves only)

Note: Missile weapons are least preferred by a cavalier, because they might call into question the personal bravery of the character. This applies only to human cavaliers. Characters of already proven personal courage are typically the only ones to specialize in the use of missile weapons.

WEAPON PROFICIENCY AND SPECIALIZATION TABLE FOR CAVALIERS

Level of Cavalier	Number of Weapons of Proficiency	Additional Number of Weapons of Specialization
0 (-2)	1	0
0 (-1)	2[1]	0
1st	3	0
2nd	3	1 (lance)
3rd	4	1
4th	4	2
5th	5	2
6th.	5	3
7th	5	3
8th	6	4
9th	7	4
10th & up	7	5

[1] — The second weapon must always be a lance.

Notes Regarding Weapon Specialization for Cavaliers:

Normal Specialization: Hand-hurled weapons, thrusting weapons, and striking weapons have normal specialization bonuses of +2 "to hit" and +1 damage. All regular rules apply,

and 1 proficiency number must be given up to bring a *double specialization* to the weapon type.

Double Specialization: Only certain weapons can be raised to the double specialization class, i.e. broad sword, horseman's mace, and scimitar. As stated, double specialization requires the use of 1 proficiency number, so the total number of proficient weapons will be reduced accordingly. Double specialization is possible for cavaliers only. Bonus "to hit" is +3 and damage bonus is +3. All specialization bonuses, as usual, are in addition to any others for dexterity, strength, mounted combat, spell effect, or magic-weapon usage.

Archer Specialization: Elven cavaliers with specialization in the bow can fire while mounted and still gain specialized rate of fire and "to hit" and damage bonuses. Since they also gain their bonuses for elven race, the base "to hit" addition is +3 and damage is +3 also. Half-elves can fire while mounted but gain no racial bonus. All other standard rules apply.

Half-Elves Archer Specialization: In order for half-elven cavaliers to specialize in the bow, they must give up 2 numbers in the proficiency category, so with archer specialization, the total number of proficiencies in weapons will be reduced by 2.

Half-Elves and Human Crossbow Specialists: In order for half-elves and humans to specialize in the crossbow, they must give up 1 number in the proficiency category, so with crossbow specialization, the total number of proficient weapons will be reduced by 1.

Example of Specialization: Let us assume that a half-elven cavalier has advanced through the first 10 levels in his profession. The development of specialized weapon use and weapon proficiencies are shown by indicating in parentheses the level at which the specialization or proficiency was gained:

Proficient Weapons	**Specialized Weapons**
lance (1)[1]	lance (2)
sword, long (1) [1]	crossbow (4)
crossbow (1) [1]	mace (6) [2]
mace (2) [1]	mace ×2 (8)
dagger (3)	sword, long (10)
sword, short (5)	
sword, broad (6)	
sword, bastard (7)	
axe, battle (9)	
bec de corbin (10)	

[1] — These weapon proficiencies are superseded by subsequent specialization in those weapons, so that they no longer count as weapons of proficiency. Because the half-elven cavalier in this example has elected to specialize in the crossbow, the total number of weapon proficiencies available to the character at 10th level is reduced by 1, from 7 to 6. The "proficient weapons" for this character at 10th level are the dagger, short sword, broad sword, bastard sword, battle axe, and bec de corbin.

[2] — This specialization was superseded when the cavalier elected to take double specialization in the mace at 8th level. The total number of "specialized weapons" (counting the mace as 2) is 5, the maximum allowable for a cavalier of 10th level.

Cavalier Lance Specialization: The lance is *the* weapon of the cavalier sub-class, and it automatically becomes a prime weapon — first as a weapon of proficiency, then as a weapon of specialization at 2nd level. The specialization bonus is +2 "to hit." Damage bonus is +1 per level of the cavalier using the weapon, when mounted (plus charge bonus for lance, as applicable), or +1 when dismounted. The cavalier's mounted bonus "to hit" and damage also applies. When the lance is used by a dismounted cavalier, it is treated as a *pike, awl* with respect to all specifications except length, weight, and speed factor (all of which are those of the lance). The weapon is +2 "to hit" in such cases, but damage is as a pike +1 .

For the sake of simplicity, no difference between a light and heavy lance is given. All lances considered here are of the heavy variety. Light lances are, in fact, equal to spears.

Chivalry, Knighthood, and the Cavalier: The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood, the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier demands it. In this latter case, the cavalier becomes a fighter, but weapon specialization is not lost.

A cavalier must serve someone or some cause — normally a deity, greater noble, order of knighthood, or the like. Knighthood is normally not conferred prior to age *21.* The *virtues* of a knight are these:

Liberality	*Honor*	*Good Faith*
Glory	*Unselfishness*	*Pride*
Courtesy	*Bravery*	

The code of chivalry is summed up as follows:

Noble service willingly rendered.
Defense of any charge unto death.
Courage and enterprise in obedience to rule.
Respect for all peers.
Honor to all above your station.
Military prowess exercised in service to your lord.
Courtesy to all ladies.
War is the flowering of chivalry.
Battle is the test of manhood.
Combat is glory.
Personal glory above all in battle.
Obedience and respect from all beneath your station.
Scorn for those who are lowly and ignoble.
Death to all *who oppose the cause.*
Death before dishonor.

Investiture of an esquire to knighthood must be done by a cavalier of two or more levels above the candidate, or by any noble. The ceremony can be a simple dubbing with a sword, or it can be a full ritual of fasting, vigil, investment, and celebration.

INFORMATION FOR THE DUNGEON MASTER

Combat Table: Cavaliers use the table for fighters. Remember that when mounted, cavaliers attack at 1 level higher than their actual level of experience.

Saving Throws: Cavaliers save as fighters, with 90% immunity to mind-affecting spells other than illusions and +2 versus illusion spells. They are immune to *fear* and its effects.

Training: A cavalier must always be trained by a cavalier of at least 4th level, or one of 2 levels above his or her own, whichever is the higher. After attaining 6th level, however, cavaliers no longer need training of any formal sort; their normal regimen will suffice.

Starting Money & Equipment: The funds and equipment of the beginning character depend on his or her social class:

LMC: 20-80 gp, shield, sword (any), riding horse
MMC: 20-80 gp, shield, dagger, sword (broad or long), light warhorse
UMC: 20-80 gp, shield, chainmail, sword (broad or long), lance, light warhorse
LUC: 70-180 gp, shield, plate mail, dagger, sword (long or broad), lance, medium warhorse
MUC: 70-180 gp, shield, field plate armor, dagger, sword (long or broad), lance, heavy warhorse
UUC: 130-180 gp, shield, plate armor, dagger, sword (long or broad), mace, lance, heavy warhorse with leather barding

Horses are assumed to be complete with tack, harness, saddle, and saddlebags appropriate to the station of the cavalier.

Followers: Unlike other sorts of characters, cavaliers begin to attract followers at low level. These troops are men-at-arms of one sort or another. The type of followers attracted at each level is determined on the table in the DMG for fighters. The number of troop followers is shown below. Those lost are not replaced except by troops from succeeding levels. The cavalier must go to a locale where such men-at-arms are located in order for him or her to attract the followers. Although the followers do not demand wages or salary, they must be fed, cared for, and rewarded as suitable for the conditions.

The followers attracted are:

4th level: 1-4 men-at-arms, plus
5th level: 2-8 men-at-arms, plus
6th level: 3-12 men-at-arms, plus
7th level: 6-24 men-at-arms, plus
8th level: 12-48 men-at-arms, plus
9th level: 24-96 men-at-arms, plus
10th level: 48-192 men-at-arms, total

Neutral cavaliers will attract regular men-at-arms only in rare circumstances, such as when they champion a cause. For example, some neutral forest dwellers might be in conflict with a state which is ruled by Evil or Good rulers who wish to conquer the woods people. If the cavalier champions the cause of the woodland folk, he will attract numbers of their fighters (men-at-arms). They will not remain if he thereafter goes elsewhere.

Evil cavaliers will attract only bandits, brigands, and the like. They could actually attract orcs or hobgoblins if the circumstances allow. If monsters of 1+1 hit dice or greater strength are considered, reduce the total number accordingly, if the result will overcompensate for penalties.

Leaders of Followers: For every 20 troops which serve a cavalier there will be a fighter follower-leader of 5th level (see DMG under Followers, Fighters). For every 60 troops there will be a 6th level leader and a 3rd level lieutenant as well. These gains will be made as total men-at-arms reach appropriate totals. They will not be replaced if they are slain, although the cavalier can, of course, seek to recruit mercenaries to do so.

Special leaders for Evil cavaliers' troops will be of Evil alignment or greater power; i.e., a troll is about equal to a 5th level fighter. There is also a 1% per level chance that an encountered intelligent monster of fewer hit dice and like alignment will become a follower of the Evil cavalier. Intelligent monsters of like alignment will be likely, at a chance of 5% per level of the Evil cavalier, to be disposed to cooperate with, or at least remain neutral to, the character if service is not considered.

Support and upkeep of followers of all sorts requires only food, lodging, and whatever else the cavalier can provide according to the circumstances of the cavalier. Of course, the cavalier should value all followers and provide for them to the very best of his or her ability.

Henchmen: The total number of henchmen possible for a cavalier character is 1 greater than the number shown on the charisma table, 3 greater if the cavalier is of Good alignment. The sorts of henchmen which a cavalier will (or can) accept (attract) are:

Good alignment	*Neutral alignment*	*Evil alignment*
clerics	druids	clerics
fighters	fighters	fighters
cavaliers	cavaliers	cavaliers
paladins	magic-users	magic-users
magic-users	thieves	thieves
bards	bards	assassins
jesters	jesters	jesters

Retainers: As soon as a cavalier of Good alignment reaches 4th level (Knight Errant), he or she must acquire at least 1 retainer. This can be an Armiger or a Scutifer (or both). At 5th level (Knight Bachelor), the cavalier must have both an Armiger *and* a Scutifer in service. At 6th level (Knight), an Esquire must be added to the staff of retainers. At 7th level (Grand Knight), a Horseman (herald), and a Lancer (guard) must be added to the staff. At 8th level, the Banneret must bring at least an additional mounted man-at-arms to his staff of retainers. All cavalier class retainers will serve for nothing more than care, upkeep, and training, as applicable. Gifts are always accepted, of course. Mounted men-at-arms (and other possible retainers) are dealt with in the DMG.

Only when a cavalier reaches 9th level and above can he or she willingly travel without a full complement of staff. At that level, the cavalier can travel alone, or with a horde, if he or she pleases. At lower level, the master of the cavalier can require that he or she travel sans retainers.

Battle Flag: The cavalier of 4th or higher level is entitled to fly a pennon from his or her lance. This must always be done on the battle field. A duplicate of this flag will be held by the Esquire, with Armiger and Scutifer, to mark the territory of the cavalier. If this marker is lost, dishonor accrues to the cavalier, and he or she must make every effort to regain the lost pennant.

Armorial Bearings: The armorial bearings of a cavalier must always be displayed when he or she does battle. (In tournament or joust, status can be kept unknown by use of a solid cover to hide bearings — the "black knight," etc.). When traveling, the armorial bearings can be covered, but when an encounter occurs, the cavalier will always display the escutcheon to a possible opponent able to understand the meaning of the shield devices. If you are unable to assign proper armorial bearings, consult a book of heraldry.

Obedience: Cavaliers cannot be controlled in battle situations. They will charge to attck any enemy in sight, with the following order of preference:

1. powerful (mythical) monsters (dragons, demons, giants, etc.) or enemy leaders
2. opponent cavaliers of great renown
3. opponent cavalry of noble status
4. opponent cavalry
5. opponent elite footmen
6. opponent camp
7. opponent missile troops
8. levies or peasants

The cavalier's charge will be made at full speed, regardless of army cohesion, intervening friendly troops, or other such considerations. ♈

The Inner Planes

A new way to look at the AD&D™ world

by Gary Gygax

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All Scholarly AD&D™ Game Aficionadoes are familiar with the torus used to illustrate the Elemental Planes. A depiction of it is printed in the DEITIES & DEMIGODS™ Cyclopedia, and that is reproduced here below (Figure A) for easy reference.

Note that, in the torus, the Para-Elemental Planes (Ice, Dust, Vapor, Heat) occupy too much area. Discerning Students will also remark that three of these intervening planes are denoted by some material manifestation, while the remaining one is designated by a condition. Thus, the logical question: Which one in the series does not belong? Do not blame the Learned Authors of the work in which the depiction occurs — I am the one responsible for it, and I offer my apologies.

Getting back to the point of this article: Another reference illustration (Figure B, at right below), also from the DEITIES & DEMIGODS" book, shows the Inner Planes (Material, Elemental, Positive, etc.). Isn't it interesting to note how the Positive Material Plane sits upon the material multiverse as if it were a plate? Observe also how the Negative one serves as a saucer for the same body?

If these odd relationships have troubled you, Gentle Readers, half as much as they have disturbed me, you have been sorely put upon. I, for one, could stand it no longer. After several hours of rooting around in the mess which I laughingly term my files, I discovered my notes on the Inner Planes. Atop the heap was an illustration of a tetrahedral structure for the Elemental Planes (Figure C, at the top left of the facing page) proposed by my Worthy Confederate, Steve Marsh.

It is easy to see that this form has the obvious advantage of allowing the four Elemental Planes to touch and interact with each other. The vertices where the elements meet provide us six (count 'em) Para-Elemental Planes, viz. *Lightning, Magma, Dust, Ice, Vapor,* and *Ooze* — all material substances, *not* conditions, by the by! The four faces are the Positive Material, Negative Material, and Shadow Planes, plus the infinity of the Prime Material Plane (which occupies the fourth face and is also assumed to fill the interior of the tetrahedron). Also existing in the same space as all of that is the Ethereal Plane, which passes around, over, under, and through the whole shebang. Got it? Excellent! It is a neat little package. Somehow, though, I am not too comfortable with the shape. It doesn't exactly fit in with the rest of the planar depiction, and the elements and para-elements don't seem to be quite right. After sitting and fiddling with the thing for some time, I decided to take Steve's thinking and apply it to a cube. Take a look at this representation (Figure D, at the top right of the facing page), where the four major faces represent the elements of Air, Earth, Fire, and Water. (Let us leave the other sides for later.)

The direct intermingling of Air and Earth, or of Fire and Water, is impossible in this system. This isn't a bad idea, if I may be so bold as to so state, since they are opposed elements. Direct intermingling of the opposed elements should not take place, and with the addition of the Positive and Negative planes into this system of viewing things (about which more below), it isn't necessary to have these opposites do so in order to gain a desired material. The vertices between the pairs of Elemental Planes are the Para-Elemental Planes of: *Smoke* between Fire and Air, Ice between Air and Water, Ooze between Water and Earth, and *Magma* between Earth and Fire. These four Para-Elemental Planes are augmented by the intermingling of the Positive and Negative Material Planes with them, and in addition with the

Figure A

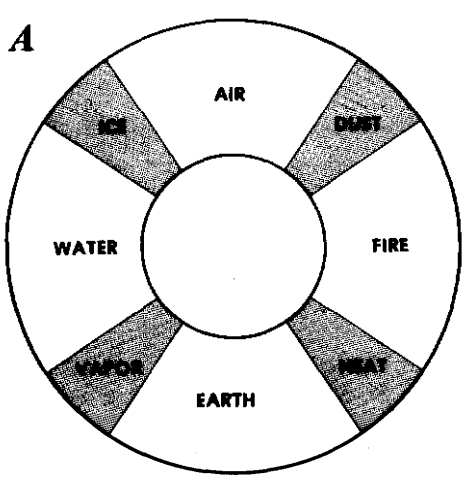


Figure B

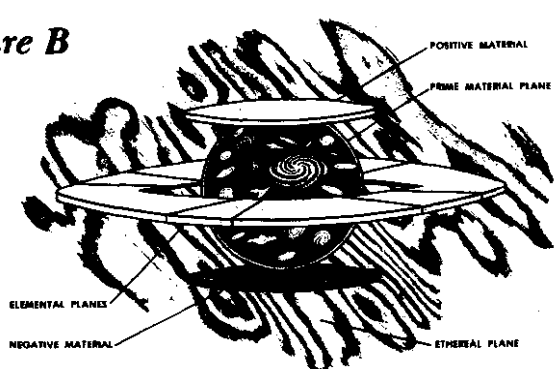
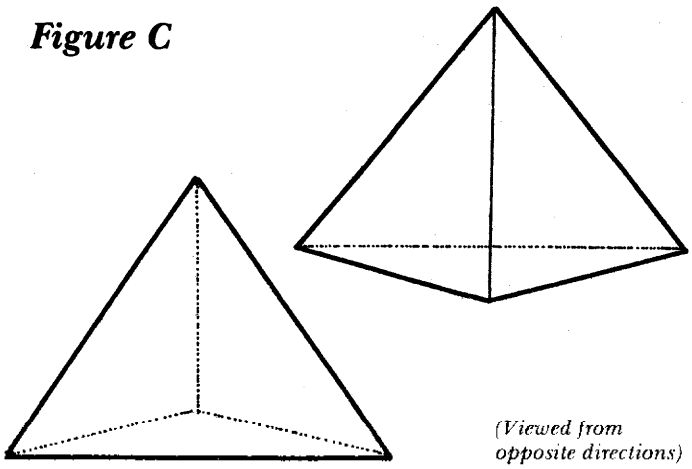


Figure C



four Elemental Planes. By the addition of the two new factors, the Positive and Negative Material Planes, we gain eight new "Quasi-Elemental" Planes.

Consider the Positive Material Plane and Negative Material Plane as occupying the two unaccounted-for faces of the cube, each abutting all four of the Elemental Planes. These planes extend into the Prime Material Plane (the interior of the cube), just as do all of the other sorts of Elemental Planes. The border between the Positive and Negative Planes exists in the Prime Material. It is the Plane of Shadow, which waxes and wanes from place to place but always permeates the whole.

At the intersections where the Positive Material Plane directly connects to the four Elemental Planes are found the following four Quasi-Elemental Planes:

The *Lightning* plane (at the junction with Air), ranging from static electricity near the Plane of Water to sheet lightning near the Plane of Fire.

The *Steam* plane (at the junction with Water), ranging from vapor near the Plane of Air, through mists, to superheated steam near the Plane of Earth.

The *Radiance* plane (at the junction with Fire), going from dull hues near the Plane of Earth, through rainbow colors, to a radiance of *force* near the Plane of Air.

The *Mineral* plane (at the junction with Earth), ranging from metals and gems near the Plane of Fire, through stone, to calcium near the Plane of Water.

Where the Negative Material plane touches the four Elemental Planes are found the other four Quasi-Elemental Planes:

The *Vacuum* plane, at the junction with Air.

The *Salts* plane, at the junction with Water.

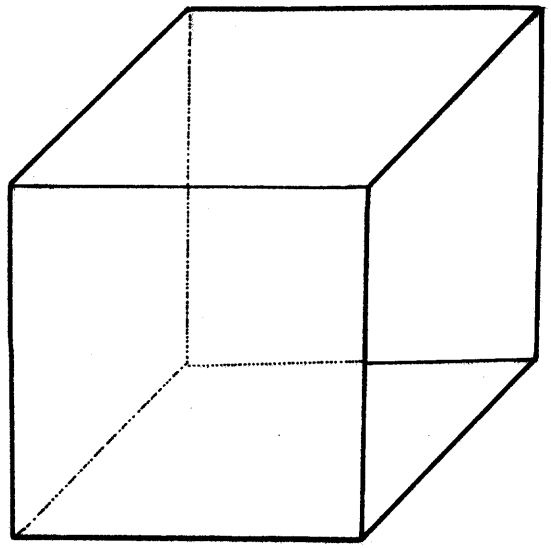
The *Ash* plane, at the junction with Fire.

The *Dust* plane, at the junction with Earth.

The six sides of the cube are shown "flattened out" in a full-color, two-dimensional representation of this system accompanying this text (on the second page following). Remember that the vertices and border areas representing the Para-Elemental and Quasi-Elemental Planes are shown as small areas here, but actually they — just like the Elemental Planes themselves — are multi-formed and fluid and might manifest themselves, in small part or large, virtually anywhere. Similarly, the various elemental areas are themselves virtually as infinite as the Prime Material Plane, which is itself composed of their substances, plus the ether, plus more *(time,* for example). Thus, while the diagram shows surfaces and areas bounded by lines, the Discerning Reader must always bear in mind that depictions such as these are merely tools for display of concepts, not exhaustive atlases of boundless spaces!

In order to sum up the "cubic" theory of the Inner Planes, and to assign each plane a designating color, the following list of planes and their colors is presented. For the sake of clarity, not all the planes given in the following list are shown on the two-dimensional rendering. This list is useful as a source of information, and can also be employed to randomly choose one particular Inner Plane when such a determination is needed.

Figure D



THE INNER PLANES

–	Concordant Opposition	Ochre
1	Prime Material	Turquoise
Elemental Planes:		
2	Air	Blue
3	Earth	Brown
4	Fire	Red
5	Water	Green
Para-Elemental Planes:		
6	Smoke	Pearl
7	Ice	Aquamarine
8	Ooze	Chocolate
9	Magma	Maroon
Quasi-Elemental Planes:		
10	Lightning	Violet
11	Steam	Ivory
12	Radiance	Rainbow spectrum
13	Mineral	Pink
14	Vacuum	Ebony
15	Salts	Tan
16	Ash	Grey (dark)
17	Dust	Dun
Others:		
18	Positive Material	White
19	Negative Material	Black
20 [1]	Shadow	Silver
20 [1]	(Time)	(Colorless)
--	Ethereal	Purple

[1]— Optional: Either assign 50% chance for each of the listed results, or ignore this result and roll again on d6, treating 6 as a 1, to yield a result of 1 through 5.

Having proposed a cubic form for the Inner Planes, and given them color identifiers in addition, it is high time to get at the next point. After all, when one is in the ethereal state and traveling about, how is it that one locates anything? By color, of course. Assuming that the whole of the Ethereal Plane need not be identified, since the adventurer is already upon it, then spots of color in the ether indicate that the substance impinges upon some other plane at that place. In this manner, the wanderer encounters wavering bands of colored mists when trekking through the Ethereal Plane.

Such curtains of vaporous color should occur at time intervals of every 12 hours, PMP (Prime Material Plane) time. The colors should occur at random, as the ether is everywhere and nowhere at once. By identifying the hue, the adventurer is able to determine the proximity of another plane and which one it is. By peering into the misty curtain, the viewer is allowed to see the other plane, while he or she remains ethereal and hence invisible. Movement in *both* planes at once is accomplished simply by being in the *ethereal* state and willing oneself to "enter" the, other plane at the same time. When the traveler so desires, he or

she can abandon one or the other of the planes, either deciding in favor of completely entering the particular non-ethereal plane, or turning elsewhere on the Ethereal Plane to see what else can be discovered. Note that this is somewhat different from travel of the *astral* sort.

To determine which plane is encountered, simply roll a twenty-sided die and read across the table. Both the Concordant Opposition and Ethereal Plane are reached from either the Astral Plane, or by magical means, from any of the other Inner Planes except Time. The latter plane abuts only the Ethereal Plane and Prime Material Plane directly, so the plane of Concordant Opposition cannot be reached from the Plane of Time.

With Roger Moore's excellent article on the Astral Plane handy (see issue #67 of DRAGON Magazine), the DM can also have fun with astral travel. The following list, giving color indicators for the planes that border on the Astral Plane, is useful in this regard.

TABLE OF THE OUTER PLANES
(and Concordant Opposition)

1	Concordant Opposition	Brown
2	Happy Hunting Ground	Emerald
3	Olympus	**Sapphire**
4	Gladsheim	Indigo
5	Limbo	**Jet**
6	Pandemonium	Magenta
7	Abyss	Amethyst
8	Tarterus	Olive
9	Hades	Rust
10	Gehenna	Russet
11	Nine Hells	Ruby
12	Acheron	Flame
13	Nirvana	Diamond
14	Arcadia	Saffron
15	Seven Heavens	Gold
16	Twin Paradises	Amber
17	Elysium	Opal
18	Extra-dimensional Space	Terra Cotta
19	Non-dimensional Space	soot
20	Ethereal	Purple

The cubic expression of the structure of the Inner Planes allows for more variety and a broader range of magic. Identification and travel to these places from the Ethereal Plane is now within easy grasp of the ambitious Dungeon Master. Likewise, the use of travel in the Astral Plane is facilitated by color identification. Pools of color encountered astrally indicate that there the Astral Plane interlocks with one of the Outer Planes.

Unlike the "peering" method of ethereal exploration, where a traveler can be in two planes at once, a color pool encountered on the Astral Plane can be examined (but not actually entered) through the use of concentration. The observer thinks of the place indicated by the color pool while gazing at the surface of the pool. This causes a view of the place to appear, with the viewer "positioned" as if observing it from a great altitude. The more the viewer concentrates, the closer becomes the prospect. A direction can be determined, and a point of view can be made to turn to that facing, as well as change perspective from distant to near and back again, all by continued concentration.

Of course, all sorts of factors — magical, monstrous, and otherwise — might impede such viewing; a sheathing of impenetrable metal, for instance, precludes viewing another plane from the Astral Plane.

The concentration of a viewer upon a pool of color allows rapid scanning from the broad perspective to nearly any close-range one, and when it is desired, the viewer can even materialize, going from astral to material form, upon the viewed plane.

With both more Inner Planes to visit and an easy-identification system offered for them and the Outer Planes as well, the range of AD&D™ adventuring is poised on the brink of new frontiers. More is needed, no doubt, regarding ethereal travel, creatures of other planes, and so on. Certainly the more venturesome DMs can begin here and now to include broad-scale adventures in the Inner and Outer Planes as part of their campaign repertoire.

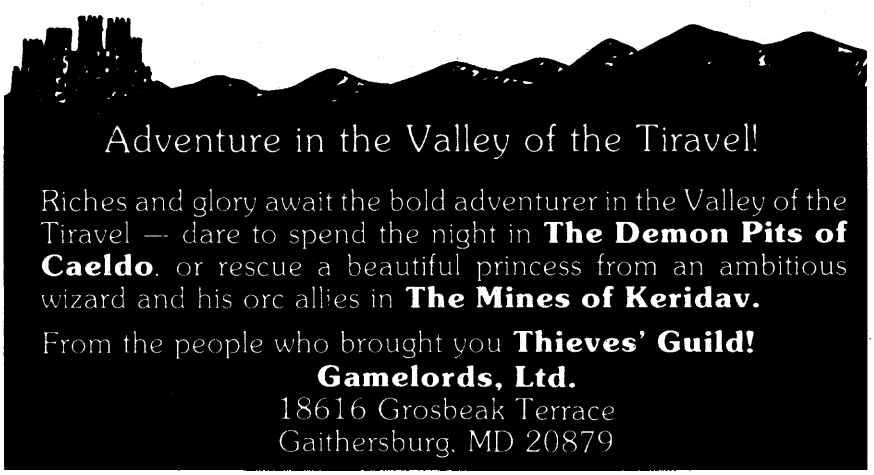
TSR SCHOLARSHIP FUND

Some Gentle Readers have been reading this journal for a sufficient length of time to remember when an eyebrow or two, shall we say, was raised over my expressed opinion of amateur fantasy publications. (Those not familiar with this episode are easily brought up to date: The materials published are suitable for many purposes, including a replacement for toilet tissue, starting fires, and assuring that sanitation workers remain employed.) The amateur publications did not then, nor do they now, offer a reasonable training ground for aspiring designers and writers.

About two years ago, someone was kind enough to put their money where my mouth was. No, a superior amateur publishing effort was not begun; an anonymous benefactor of adventure gamers contributed a large sum of money to enable TSR to create a scholarship fund.

All of you should be aware that TSR granted five scholarships in 1982. The sums were not vast — $2,100 each. They were, however, the only such awards made strictly to game players, to the best of my knowledge. This is to remind RPGA™ network members that exceptional achievement in high school will place them in good standing for the potential receipt of such a scholarship. Be sure to check into the possibility if you need funding to continue your education. (Also, do remember that TSR is seeking personnel of high caliber, and will be in the years to come!)

Good Readers in a position to make a tax-deductible contribution should consider the fund as a most worthy one. We can easily maintain the effort at its current level, but in order to enlarge the grants and expand the program, some additional help is needed. Donations should be made out to the TSR Foundation, c/o Bruce Blume, P.O. Box 756, Lake Geneva WI 53147 8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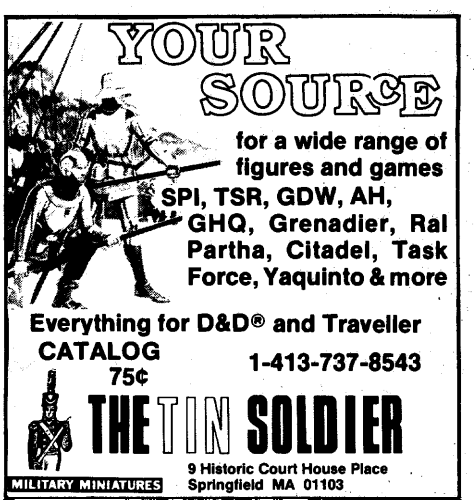
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Warhorses and barding

From light to heavy, leather to plate

by Gary Gygax

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Warhorses are, of course, simply mounts which have been trained for combat. The horse has served as a means of transportation for mankind since history began to be recorded. The use of the horse in warfare began only a few centuries thereafter; first horses were used for pulling chariots, and later they also served as mounts for soldiers.

As herbivores meant to run from predators, horses tend to be nervous and skittish even in domestic state. It takes careful selection and training to create a true warhorse. The warhorse is obedient, inured to the noise and confusion of battle, and does not shy at sudden movement, nor become nervous at the reek of spilled blood. Furthermore, the warhorse is tough, has stamina, and will certainly be aggressive in battle. A perusal of the AD&D™ Monster Manual will show that ponies, draft horses, and wild equines have an attack form. This is the bite. Warhorses, however, are carefully trained to not only use their powerful teeth as weapons, but also to strike with their forehooves when in melee.

The *selection* of warhorses is possible for any character trained in mounted combat. The *creation* of warhorses is another matter altogether. A knowledgeable and skilled handler and trainer must carefully choose candidates (in most cases stud colts), train these candidates for several years, and then pass them on to individuals who will introduce them to battle. In so-called civilized states, such activity will be accomplished by military personnel and independent enterprises as well. In so-called barbaric areas, the whole process will typically be taken care of by the young boys and warrior men of the group, the process being part of the training to manhood and normal adult activity of the group. In this latter case, the animals will almost certainly be light warhorses, with the most sophisticated of groups breeding and training medium steeds as well, but only on a more limited basis. (The Mongols are a prime example of this latter case.)

A light warhorse was referred to as a *courser* in medieval Europe. Such a steed was relatively light, quite fast, and had great endurance. A typical light warhorse would be from 14 to 15 hands high, depending on the availability of stock and the size of the rider.

A medium warhorse was little more than a larger, stronger light warhorse. The typical example would be at least 15½ hands to about 16½ hands high. Such animals were the steeds of the elite Mongol lancers, Saracen elites, and general cavalry of Europe.

The heavy warhorse, the *destrier,* was a huge animal of 18 or more hands in height and massive bulk. The famous Clydesdales which you see in certain beer commercials on TV are horses of this type. The power and size of heavy warhorses allowed the heavily armed and armored feudal knights and nobles to crush all opponents not likewise equipped and mounted, until the longbow and pike proved themselves . . . in the hands of expert troops.

The light warhorse will certainly force a non-warhorse to move aside. A medium warhorse will overbear a light one, and the heavy warhorse will push aside, at the very least, any lesser steed. Mounts trained to combat will not only attack fiercely, but they will await a dismounted rider's return to the saddle, even going so far as to protect him or her from enemy attacks. A well-trained horse might even be able to bear a seriously wounded rider from the field/encounter to the home place.

Barding: This is simply the term for the armor used to protect the mount. The armor so used covers the head, neck, and body of the warhorse. The main types of barding are:

Leather — adds 1 factor to AC, weighs 160 #
Scale — adds 2 factors to AC, weighs 250 #
Chain — adds 3 factors to AC, weighs 350 #
Plate — adds 4 factors to AC, weighs 500 #

Leather barding includes various forms of padded barding.

Scale-type barding includes various leather studding and ring mail armors.

Chain barding includes various metal bands and plates, so the class includes banded barding.

Plate barding is principally various pieces of plate with chain mail support in other areas.

In addition to the weight which the horse must carry in order to gain the protection of barding, the armor will also reduce the base movement rate of the mount, as shown on this table:

Barded warhorse base movement rate:

	Barding type			
Warhorse	**L**	**S**	**C**	**P**
light	21″	15″	NA	NA
medium	17″	15″	12″	NA
heavy	15″	14″	12″	12″

L = leather; S = scale; C = chain; P = plate; NA = not allowed.

Endurance: The effect of wearing barding will be seen not only in relative base

movement rate but also in the overall endurance of the mount, provided that the animal must wear the barding while traveling. As a rule of thumb, use the base movement rates on the preceding page to find the total number of miles the mount can travel in one day.

Magic Horse Barding: It is possible that magical armor for horses and other sorts of mounts can be fashioned. Such protection would be rare in the extreme. It would be worth at *least* five times the cost of comparable armor (by type, not class) for a character. The value of such magical addition can *never* exceed +3. Of such barding, 65% would be +1, 25% +2, and 10% +3. The type of magic barding found would be: Leather 10%, Scale 15%, Chain 25%, Plate 50%.

Elfin Chainmail for Unicorns or Griffons: Protection of this sort can be allowed by the DM at his or her option. Weight and movement rate effect is equal to leather barding. Protection is equal to chain barding.

Barding for Other Types of Steeds: As a general rule, steeds able to fly are able to wear only leather (or elfin chainmail) barding. Movement rate should be reduced by one-eighth for such protection. Aquatic steeds cannot be effectively barded. Other types of mounts, such as elephants, for instance, can be barded, and only plate barding would have any significant effect on movement rate. Plate barding will reduce the movement rate of a very, very strong mount by from one-fifth to one-eighth, with an elephant's movement reduced by the least, or one-eighth.

SEEING IS BELIEVING

The visual spectacle of D&D® and AD&D™ games is not usually striking. In fact, it is most likely to be quite the contrary. A group of people sitting around with books, note paper, character sheets, pencils, mapping paper, dice, and possibly a few painted miniature figures is less than exciting-looking to the uninitiated. Even if there are some printed floorplans and a monster or two in miniature, the spectacle is low-key.

Is this important to anyone other than media people covering the "odd phenomenon" of fantasy role-playing games? Yes and no. Because most of us are habituated to the purely mental visualization of game action, we make do with any sort of markers for people, places, and things. Most hard-core enthusiasts will have a fair collection of character figures, and a few DMs have an assortment of monsters as well, but the majority of us have few, if any, painted miniatures. However, this lack does not detract from our enjoyment of the game!

If the question is put a different way, perhaps a point — an important one — can be raised. Would spectacle add to our enjoyment of the game? This is worth consideration, and TSR has been considering it for some time. For some, at least, and I include myself, the addition of the proper sort of spectacle would add considerably to involvement, visualization, and enjoyment of the whole.

We began to license firms to produce official figures in order to promote at least the basics of visual adventures. We are now ready to take this farther. The overall result will be better and more exciting than anything you have seen before.

Many of you Gentle Readers will recall that Duke Seifried joined TSR about a year ago. The Learned Gentleman is an expert in the production (and sculpting, of course) of not only miniature figurines, but of other sorts of visual items as well. Under Duke's aegis, TSR will soon be producing white metal castings of fantasy figures in 1" (25mm) scale. These official castings will be of the highest quality and detail — but don't take my word for it — see for yourself when they become available.

Although these figurines will be superior to any previously available, that in and of itself is nothing more than news of a minor sort. We are doing more still! A whole series of 3-dimensional materials is planned for release soon — castles, dungeons, and the like, plus plastic as well as metal figurines. Our game division is likewise planning to support these offerings with more visual material, and there are various R&D investigations underway to add still more to the perceptual element of adventure gaming.

The products are scheduled to begin appearing in late spring and early summer. New, different, and unusual items will follow from time to time over the years to come. While all gamers will not necessarily love the visual and other additions to the game systems, I believe that the majority of players and DMs will find that the addition of visual aids and other components to their gaming builds excitement and enhances enjoyment of the whole activity. I, for one, can hardly wait to get my hands on the new products — even if I am obligated to write the scenarios for playing the new 3-D modules! Some of the other plans currently under investigation are at least as interesting and pose as many new aspects for game enjoyment. Remember that you heard about it here first.

DRAGON™ magazine is currently studying the possibility of running a regular column or series of features on the whole subject of miniatures, visuals, and other things which augment the conducting and enjoyment of fantasy gaming, and I am informed that the Kindly Editor is generously disposed to the inclusion of such material in the precious space he has available. If you support such plans, please be sure and let Kim know!

ENTERTAINING DEVELOPMENTS

Now, it's time to update all Loyal Readers on the course of events in the Wonderful World of Entertainment Media. Most of you know that TSR has a script, written by Academy Award recipient James Goldman, for a theatrical motion picture which is intended to capture the essence of the DUNGEONS & DRAGONS® game.

The script is a remarkable piece of work, one which could well lead to a film as successful as *STAR WARS* or *E.T.* It will do a world of good for our hobby . . . and then could come the series of "hard core" fantasy films we have all dreamed about. I, for one, was tired of mere dreaming. I was in Hollywood recently, and here is a summary of what happened during the trip:

TSR and Marvel Productions have put together a Saturday morning cartoon series, *THE DUNGEONS & DRAGONS™ CHILDRENS SHOW.* It will be fun — especially for the younger kids who don't yet play the game. Could be some of you will get a kick out of the program, too, even though this Humble Designer had a fair amount of input into the project. CBS has slated the series to run opposite the *Smurfs* and *Pac-Man* shows. If I may be so bold as to crave a favor from you, please do write to your local CBS station and let them know how happy you are that they will be running a program based on the D&D® game. This will not only make certain that detractors of role-playing games find it impossible to mount a successful hate-mail campaign, but it will help to get more and better fantasy shows on the air. In short, I was not idle during my trip — even when I sat in the fabled Polo Lounge and quaffed foaming jacks of scotch and soda or beakers of silver bullets.

We are entertaining proposals for a multi-media stage production — and that also looks good! We are seeking an interested party for a television production of fantastic nature and high adventure, authored by Yours Truly and the worthy Buck Rogers man, Flint Dille — and there is interest! While all this is going on, we are also plotting a swashbuckling series of AD&D™ game films, and with a bit of luck I'll be returning to sunny California soon to turn outlines into scripts and scripts into films.

The projected success of these other endeavors assumes that the "biggie" — the cartoon series — goes over, and this in itself seems a likely event. When you write to CBS, be sure to mentally wish us luck, and we'll take it from there!

As a final note, I had the opportunity to talk with the owners of the *Conan* property. They too regret the initial release, and promise that the next will be different. There is an outside chance that technical consulting will be sought from certain well-known-fantasy game sources. We shall see. . . . □

FROM THE SORCEROR'S SCROLL

New denizens of devildom

A partial preview of Monster Manual II

By E. Gary Gygax

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The Monster Manual details the names and ranks of many of the devils, but it is by no means complete. The following is a list of the Dukes of Hell, as well as some of their foremost henchmen. In general, the dukes are about equivalent to a weaker Arch-Devil, although some are only a little stronger than a pit fiend, or are, in fact, actual pit fiends.

In this list, names printed in *italic* type represent pit fiends, all having exceptional strength and power for their type. The notation *(f)* indicates a female devil. Typically, females have strength just superior to that of a pit fiend.

Name	In service of	Command or position
Abigor	Baalzebul	60 companies malebranche
Adonides	Mephistopheles	Steward
Adramelech	Asmodeus	Chancellor
Agares	Geryon	31 companies bone devils
Alastor	Asmodeus	Executioner
Alocer	Dispater	36 companies erinyes
Amduscias	Tiamat	29 companies abishai
Amon	Geryon	40 companies bone devils
Arioch	Dispater	Avenger
Baalberith	Asmodeus	Major Domo
Baalphegor *(f)*	Mephistopheles	Consort
Baalzephon	Dispater	Prime Minister
Bael	Mammon	66 companies barbed devils
Baftis *(f)*	Baalzebul	Consort
Balan	Belial	40 companies bearded devils
Barbas	Mephistopheles	Chamberlain
Barbatos	Baalzebul	Marshal
Bathym	Belial	30 companies barbed devils
Bel	Dispater	3 companies malebranche
Bele	Mephistopheles	Justiciar
Bensozia *(f)*	Asmodeus	Consort
Bethage	Moloch	9 companies malebranche
Biffant	Dispater	Provost
Bifrons	Mephistopheles	26 companies ice devils
Bileth	Moloch	Tribune
Bitru	Dispater	70 companies erinyes
Buer	Asmodeus	15 companies pit fiends
Bune	Asmodeus	30 companies malebranche
Caarcrinolaas	Mammon	36 companies barbed devils
Chamo	Belial	Legate
Cozbi *(f)*	Geryon	Consort
Fecor	Geryon	8 companies malebranche
Focalor	Mammon	Seneschal
Furcas	Dispater	12 companies bearded devils

MAJOR INHABITANTS OF THE NINE HELLS
DEVILS

Plane	Ruler	Abishai	Arch	Barbed	Bearded	Bone	Erinyes	Horned	Ice	Pit Fiend	Spined	Styx
1st	Tiamat	C	VVR	R	—	—	C	—	—	—	C	—
2nd	Dispater	C	VVR	U	R	—	C	VR	—	VR	C	—
3rd	Mammon	U	VVR	C	C	U	R	VR	—	VR	C	VR
4th	Belial	R	VVR	C	C	C	VR	R	—	VR	C	R
5th	Geryon	VR	VVR	R	U	U	—	U	—	VR	C	C
6th	Moloch[1]	—	VVR	—	VR	R	—	C	—	VR	U	U
7th	Baalzebul	—	VVR	—	—	VR	—	C	VR	VR	U	—
8th	Mephistopheles	—	VVR	—	—	—	—	VR	C	R	U	—
9th	Asmodeus	—	VVR	—	—	—	—	VR	R	C	U	—

[1] — Vassal of Baalzebul
(C = common; U = uncommon; R = rare; VR = Very rare; VVR = Very very rare.)

Name	In service of	Command or position
Gaziel	Belial	11 companies bone devils
Glwa *(f)*	Mammon	Consort
Goap	Tiamat	3 companies erinyes
Gorson	Geryon	Bailiff
Herobaal	Moloch	16 companies bone devils
Herodias	Geryon	Magistrate
Hutijin	Mephistopheles	2 companies pit fiends
Lilis *(f)*	Dispater	Consort
Lilith *(f)*	Moloch	Consort
Machalas	Geryon	11 companies barbed devils
Malphas	Tiamat	40 companies abishai
Martinet	Asmodeus	Constable
Melchon	Mammon	18 companies erinyes
Merodach	Dispater	21 companies barbed devils
Morax	Asmodeus	9 companies pit fiends
Naome *(f)*	Belial	Consort
Neabaz	Baalzebul	Herald
Nexroth	Mephistopheles	16 companies malebranche
Phongor	Asmodeus	Inquisitor
Rimmon	Asmodeus	5 companies ice devils
Tartach	Moloch	Legate
Titivilus	Dispater	Nuncio
Zaebos	Belial	Lieutenant
Zagum	Asmodeus	30 companies barbed devils
Zapan	Belial	4 companies malebranche
Zepar	Baalzebul	28 companies malebranche
Zimimar	Mammon	6 companies bone devils

Notes on individual descriptions

The new devils and devil-types in this article, through the description of Titivilus on page 14, are taken from the same original manuscripts, by E. Gary Gygax, that were used in the preparation of Monster Manual II. However, the assembly of that book (to be released soon) and the preparation of this magazine article were independent efforts. The information presented here is likely to be very similar to what's in the new rule book, but it will not be identical. When a point is expressed differently in the two works, the book will take precedence over this article.

ABISHAI (Lesser devil)

	Black	Blue	Green	Red	White
FREQUENCY:	*Common*	*Common*	*Common*	*Common*	Common
NO. APPEARING:	*1-3 or 2-8*	*1-4 or 3-12*	*1-3 or 3-9*	*1-4 or 3-12*	*1-3 or 3-12*
ARMOR CLASS:	*2*	*3*	*3*	*1*	*3*
MOVE:	*9"/12"*	*15"/15"*	*12"/15"*	*18"/18"*	*9"/15"*
HIT DICE:	*8*	*5+1*	***6***	*4+2*	*7*
% IN LAIR:	*20%*	*35%*	*30%*	*40%*	*25%*
TREASURE TYPE:	*Nil*	*Nil*	*Nil*	*Nil*	*Nil*
NO. OF ATTACKS:	*1*	*1*	*1*	*2*	*2*
DAMAGE/ATTACK:	*5-14*	*5-10*	*4-10*	*2-5 /2-5*	*4-9/4-9*
SPECIAL ATTACKS:	*See below for all*				
SPECIAL DEFENSES:	*See below for all*				
MAGIC RESISTANCE:	*35%*	*20%*	*25%*	*40%*	*30%*
INTELLIGENCE:	*Average*	*Average*	*Average*	*Average*	*Average*
ALIGNMENT:	*Lawful evil for all*				
SIZE:	*L (8')*	*M (5')*	*M (6')*	*S (4')*	*M (7')*
PSIONIC ABILITY:	*Nil*	*Nil*	*Nil*	*Nil*	*Nil*
Attack/Defense Modes:	*Nil*	*Nil*	*Nil*	*Nil*	*Nil*

The race of abishai, the *scaly devils,* are common to the first plane of the Nine Hells. They are reptilian, and most serve Tiamat. On the lower infernal planes abishai are uncommon (2nd-4th) to rare (5th-6th). Abishai will always appear in greater numbers when encountered in their lair (second range of numbers under "No. Appearing" above). If abishai are encountered in their lair, 10% of the time there will be 1-4 other devil-types present as well.

Although they do not value treasure, abishai occasionally (15%) have charge of type Q treasure which they are taking to some greater devil. Attack damage shown is for the weapon type used by a particular sort of abishai, with strength bonus added in. Black abishai use halberds; white, flails; red, long daggers; green, guisarme-voulges; and blue, tridents.

In hand-to-hand combat, all abishai can grapple. The damage done is 1-4 (due to cuts from sharp scales, talons, etc.) plus strength bonus — red +1, green or white +2, blue +3, black +4. They are also able to strike with their tails for 1-2 points of damage. Abishai regenerate at the rate of 1 point per round, unless struck by silver, holy water, or holy magic weapons.

Abishai can use the following spell-like powers, one at a time, one per round: *change self, command, produce flame, pyrotechnics, scare, summon* (another abishai, 20% chance of success, once per day).

Description: Abishai are the epitome of devils, appearing as humanoids with small horns, snaky hair, fangs, pointed ears, slanting eyes, leathery wings, and barbed tail. They have scaled hides and reptilian feet.

AMON (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *18"*
HIT DICE: *126 hit points*
% IN LAIR: *60%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *1 and 1*
DAMAGE/ATTACK: *3-12 or by weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful Evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *229*
Attack/Defense Modes: *All/all*

Amon is a vassal of Geryon, mustering and commanding up to 40 companies of bone devils recruited from his fief. He is large and strong, typically attacking with a huge (+3) mace and a vicious bite as well. A winter wolf of the largest size serves him as a companion and guardian.

One at a time, at will, one per turn or melee round, Amon can use the following spell-like powers: *animate dead, charm monster, detect magic, detect invisible, dispel magic, fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice,* and (fulfill another's *limited) wish.* Amon causes *fear* in any individual he gazes at, unless the intended victim makes a saving throw vs. spell. Once per day Amon can use a *symbol of hopelessness.* He can *summon* 1-4 bone devils with a 60% chance of success. Amon is able to regenerate 1-12 points of damage per turn.

Description: Amon is wolf-headed but otherwise appears human. His torso is well-formed and muscled.

BAEL (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *12"*
HIT DICE: *106 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful Evil*
SIZE: *L (8'+ tall)*
PSIONIC ABILITY: *206*
Attack/Defense Modes: *All/all*

Bael is one of the vassals of Mammon, commanding 66 companies of barbed devils. In battle array Bael wears armor of bronze fashioned in the ancient style and uses a morning star (+2) with a long bronze handle which telescopes magically from 4' length to 8' length as Bael desires.

In addition to normal attacks, Bael can, at will, one per round, use the following spell-like powers: *animate dead, cause serious wounds, detect invisibility, detect magic, dispel magic, invisibility, know alignment, produce fire, pyrotechnics, read languages, read magic, shape change* (twice per day), *suggestion, teleportation, wind walk,* (fulfill another's *limited) wish.* Once per day Bael can employ a *symbol of stunning.* He radiates *fear* in a 10' radius when he so desires. He can summon 1-4 barbed devils with a 65% chance of success. Bael regenerates 1 point per round.

Description: Bael is a well-formed humanoid with gold-colored skin. His head is rather long and has small, forward-curling bull's horns. His features appear rather bovine, with large, round eyes, a long and broad nose, and protruding ears.

BEARDED (Lesser devil)

FREQUENCY: *Common*
NO. APPEARING: *1-2 or 4-10*
ARMOR CLASS: *1*
MOVE: *15"*
HIT DICE: *6+6*
% IN LAIR: *15%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 or 3*
DAMAGE/ATTACK: *By weapon type or 1-8/1-2/1-2*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *45%*
INTELLIGENCE: *Average — Very*
ALIGNMENT: *Lawful Evil*
SIZE: *L (6½' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Bearded devils populate the Third Hell, the domain of Mammon, as well as planes below that. They are particularly cruel and violent, attacking at any excuse. This makes them unpopular and subject to frequent and harsh disciplinary measures, but it also makes them desirable as shock troops.

In most cases, bearded devils carry a saw-toothed glaive equipped with a treble-hook arranged at the base of the blade. The latter device curves backward and is used to entangle or snag opponents closing or fleeing (1-3 points damage, plus *held fast* unless a die roll equal to success of opening a door is made). Without weapons, bearded devils attack with their wire-like beards plus clawed hands. If both hand attacks succeed, beard damage is the maximum (8 points). Any creature struck for maximum beard damage must save vs. poison or immediately develop a burning rash which reduces dexterity by 1 point per round for four rounds.

At will, one at a time, one per turn or per round as applicable, bearded devils can use the following spell-like powers: *affect normal fires, command, fear* (by touch), *produce flame,* and *summon* another bearded devil (with a 35% chance of success).

BELIAL (Arch-devil)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-4*
MOVE: *9"/15"*
HIT DICE: *154 hit points*
% IN LAIR: *75%*
TREASURE TYPE: *A, S, T, Y*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *80%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful Evil*
SIZE: *L (10' tall)*
PSIONIC ABILITY: *279*
Attack/Defense Modes: *All/all*

Great Belial rules the Fourth Hell. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. In turn, Belial must guard against the machinations of Mammon, so he does not have complete freedom to act. From his basalt palace, Belial dictates the disposition of the abishai, barbed, bearded, bone, and spined devils populating the reeking fens and smoking plains of his realm. He utilizes a huge military fork (+4) in combat. This weapon causes the creature struck to save vs. spell or be affected as if smitten by a *symbol of pain.*

In addition, Belial can use the following spell-like powers, at will, one at a time, one per round: *animate deed, beguile, charm person, detect magic, dispel illusion, detect invisibility, dispel magic, geas, illusion, invisibility, know alignment, light, produce flame, pyrotechnics, raise dead, read languages, read magic, shape change, suggestion, teleportation, wall of fire,* and (fulfill another's) *wish.* Once per day Belial can use a *symbol of insanity.* He can likewise pronounce an *unholy word* once per day. Belial causes *fear* in any individual he stares at, saving throw vs. spell applicable. He can summon 1-4 black abishai (25%), 1-3 barbed devils (25%), or 1-4 bearded devils (50%) with an 85% chance of success,

Description: Belial is humanoid and typically diabolic in appearance. His hide is scaly and sooty black. His horns, tail, and wings are glossy black. His eyes are large and slanted, and they glow red.

BITRU (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *12"/18"*
HIT DICE: *99 hit points*
% IN LAIR: *50%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful Evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *199*
Attack/Defense Modes: *All/all*

Bitru serves Dispater and leads 70 companies of erinyes in warfare. These devils are raised from the vast estates held in fief. Bitru employs a huge (+3 two-handed) sword in combat.

These spell-like powers can be used by Bitru, one at a time, at will: *animate dead, charm person, detect invisibility, detect magic, dispel magic, illusion, know alignment, mirror image, produce fire, read languages, read magic, suggestion, teleportation, wall of smoke* (same as *wall of fog*), and (fulfill another's *limited) wish.* Once per day Bitru can employ a *symbol of pain.* He causes *fear* by pointing at any creature within a 60' distance, saving throw vs. spell applicable. He can *summon* 1-3 erinyes with a 60% chance of success. Bitru regenerates 2 hit points per round.

Description: Bitru is very muscular. His skin is shining crimson, and his horns, hooves, and wings are lustrous black. Bitru's visage is typically diabolical.

GLASYA (Princess of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *15"/30"*
HIT DICE: *69 hit points*
% IN LAIR: *80%*
TREASURE TYPE: *I, Q(×5), S*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful Evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *206*
Attack/Defense Modes: *All/all*

As consort to Mammon, Glasya is one of the more powerful and influential of

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female devils. She does not normally engage in combat, but she has a short sword with a poisoned blade (equal to a *dagger of venom).*

Glasya can employ the following spell-like powers, one at a time, at will: *animate dead, charm monster, charm person, dispel magic, illusion, know alignment, poison, polymorph self, produce flame, read languages, read magic, suggestion, teleportation,* and (fulfill another's *limited) wish.* Once per day Glasya can employ a *finger of death.* She causes *fear* by speaking to an individual, saving throw vs. spell applicable. She can *summon* 1-2 malebranche (70% chance of success). She regenerates 2 points of damage every turn.

Description: Glasya is another typically diabolic devil, being well-built and good-looking save for her wings, forked tail, horns, and copper-colored skin.

HUTIJIN (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-4*
MOVE: *9"/18"*
HIT DICE: 111 *hit points*
% IN LAIR: *30%*
TREASURE TYPE: *G*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +8*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful Evil*
SIZE: *L (13½' tall)*
PSIONIC ABILITY: *275*
Attack/Defense Modes: *All/all*

Hutijin commands two companies of pit fiends in service to Mephistopheles. These creatures are, in fact, the artistocracy of the Eighth Plane, just as Hutijin is one of the greatest of the dukes of the hells. He uses a *net of snaring* and a +3 trident in battle.

One at a time, at will, one per round, Hutijin can use the following spell-like powers: *animate dead, detect invisibility, detect magic, heal* (twice per day), *hold monster, invisibility, know alignment, polymorph self, produce flame, pyrotechnics, ray of enfeeblement, read languages, read magic, shocking grasp, suggestion, teleportation, wall* of *fire,* and (fulfill another's *limited) wish.* Hutijin causes *fear* by voice tone in a 30' radius, with a saving throw vs. wands applicable. He can use a *symbol of persuasion* once per day. Hutijin can *summon* a pit fiend (75% chance of success).

Description: Hutijin resembles a pit fiend, although his head is larger and his wings are proportionately smaller than those of a pit fiend. His hide is a dark rust-red color.

MAMMON (Arch-devil)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *6"/12"*
HIT DICE: *139 hit points*
% IN LAIR: *65%*
TREASURE TYPE: *H, R*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful Evil*
SIZE: *L (12' tall)*
PSIONIC ABILITY: *259*
Attack/Defense Modes: *All/all*

Mammon is the ruler of the Third Plane of the Nine Hells. He and Dispater are supposedly allies and jointly support Mephistopheles, but neither ever has failed to obey Asmodeus. It is also doubtful that Mammon places real trust in the Lord of Dis.

Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash falls from spurting volcanoes scattered over these badlands. Mammon rides a nightmare of largest size, with a pack of hell hounds at his heels, over this grim domain, seeking trophies of the hunt. His weapon is a fauchard-fork which inflicts normal damage (1-8 or 1-10) but acts otherwise as a *sword of wounding.*

At will, one at a time, one per round, Mammon is able to use the following spell-like powers: *animate dead, beguile, charm person, detect invisibility, detect magic, dispel magic, fools gold, geas, illusion, invisibility, know alignment, produce flame, pyrotechnics, raise dead, read languages, read magic, shape change, suggestion, teleportation, wall* of *fire,* and (fulfill another's) *wish.* Once per day Mammon is able to use a *symbol of hopelessness* and to pronounce an *unholy word.* He causes *fear* by means of his gaze, saving throw vs. spell applicable. Mammon can *summon* 1-4 green abishai (50%), 1-3 barbed devils (25%), or 1-3 bearded devils (25%) with an 80% chance of success.

Description: Mammon is a red-gold color, with scaled wings gleaming like rubies. His form is bloated and soft-looking, but Mammon is very strong. He is otherwise typically diabolic in appearance.

Mephistopheles' great iron citadel in the ice mountains of [the Eighth Plane of the Nine Hells] is *a place of much plotting and intrigue. . . .*

MEPHISTOPHELES (Arch-devil)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-6*
MOVE: *15"/18"*
HIT DICE: *188 hit points*
% IN LAIR: *70%*
TREASURE TYPE: *R, X, Z*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +9*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *85%*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Lawful Evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *309*
Attack/Defense Modes: *All/all*

The Eighth Plane of the Nine Hells is ruled by Mephistopheles. His main aim is to wrest the Seventh Plane from Baalzebul, and with the strength thus gained challenge Asmodeus for the overlordship of all the hells.

Mephistopheles' great iron citadel in the ice mountains of this frozen plane is a place of much plotting and intrigue. The outer marches of oozing slime and the steaming fringe beyond, from whence come Mephistopheles' malebranche and pit fiends, are said to be a constant source of worry to him.

Mephistopheles has a great, three-tined fork (+3) which can, upon his command, deliver 3-12 points of cold, electrical, or fire damage, saving throw vs. spell applicable. Each function is usable three times per day. These function damage points are in addition to all other damage caused by the weapon.

Mephistopheles can, at will, one at a time, one per round, use the following spell-like powers: *animate dead, beguile, charm person, cone of cold, detect invisibility, detect magic, dispel illusion, dispel magic, geas, ice storm, illusion, invisibility, know alignment, produce flame, polymorph self, raise dead, read languages, read magic, rulership* (once per day), *shape change* (once per day), *suggestion, teleportation, wall of ice,* and (fulfill another's) *wish.* He can pronounce an *unholy word* once per day. Mephistopheles causes *fear* by gaze (save vs. spell applicable) or in a 10' radius (save vs. wands). He can *summon* 1-3 ice devils with a 90% chance of success.

Description: Mephistopheles is a tall, blue-black humanoid with handsome, if diabolical, features. He is hugely muscled, as would be expected from his great strength. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils.

MOLOCH (Arch-devil)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *12"*
HIT DICE: *126 hit points*
% IN LAIR: *95%*
TREASURE TYPE: *I, R, S, T, X*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *8-11/8-11/4-16*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful Evil*
SIZE: *L (14½' tall)*
PSIONIC ABILITY: *226*
Attack/Defense Modes: *All/all*

Moloch is a Grand Duke, Viceroy of Baalzebul, and the lord of the Sixth Plane of the hells. He is as strong as a hill giant, and he attacks by grabbing and crushing or piercing a victim with his huge hands and taloned fingers, followed by the bite of his shark-toothed maw.

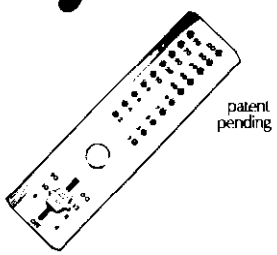
Moloch carries, and at times may choose to employ, a six-tailed whip made of an unknown, pliable metal. This device delivers either 1, 2, or 4 points of damage per tail striking, depending on the number of charges he expends. The damage from this whip is electrical in nature, and so is greatly feared by less powerful devils.

Once per turn or melee round, as applicable, Moloch can, at will, use the following spell-like powers: *affect normal fires, animate dead, beguile, burning hands* (16 points of damage), *detect invisibility, detect magic, fire charm, fly, geas, illusion, know alignment, polymorph self, produce fire, produce flame, pyrotechnics, raise dead, read languages, read magic, suggestion, teleport* (no error), *wall of fire,* and (fulfill another's *limited) wish.* Once per day Moloch is able to create a *flame strike,* use a *symbol of stunning,* and pronounce an *unholy word.* When Moloch chooses, he may breathe upon an individual, or up to 9 persons within 30'. Those who fail a saving throw vs. breath weapon will be affected by *fear* such that they will drop their weapons and flee. Moloch can *summon* 1-3 horned devils (with an 80% chance of success).

Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between the two, much to Moloch's detriment and Mephistopheles' delight.

Description: Moloch is a great, square-bodied creature with red-orange skin. He has short, thick arms and legs, and huge, square hands and feet. His feet and head are horned. His head is huge with slanting eyes and a gaping mouth.

USE SOME MAGIC



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SPINED (Least devil)

FREQUENCY: *Common*
NO. APPEARING: *2-5 or 4-20*
ARMOR CLASS: *3*
MOVE: *6"/18"*
HIT DICE: *3+3*
% IN LAIR: *10%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 and/or 2*
DAMAGE/ATTACK: *By weapon type and/or 1-4/1-4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *25%*
INTELLIGENCE: *Low-average*
ALIGNMENT: *Lawful Evil*
SIZE: *S (3' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Spined devils are found on all the planes of the Nine Hells, although they are most common on the 2nd, 3rd, 4th, and 5th. Spined devils are used as servants, couriers, and the like, for they are too small and weak for most other duties. They often herd lemures.

Attack is by weapon usually, since most spined devils carry a short military fork (4½' long). When airborne, they are also able to use their taloned feet to inflict considerable raking damage. The spiked projections on the body of a spined devil can be pulled loose by the creature, and will burst into flame when they are pulled out. Up to 12 of these spikes can be loosed by these creatures when they are flying over an opponent, each inflicting damage as a dart if it hits, and causing flammable materials to burst into flame. In melee, from 1-4 spines will wound an opponent if the devil elects to hurl itself upon an antagonist. Hits are automatic on this sort of attack, but the devil can make no other attack in the same round.

The following spell-like powers can be used by spined devils, one at a time, one per round, at will: *affect normal fires, change self, command, produce flame, scare,* and *summon* (once per day) a barbed devil (5% chance of success).

TITIVILUS (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *15"/30"*
HIT DICE: *86 hit points*
% IN LAIR: *35%*
TREASURE TYPE: *G, S, T*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Lawful Evil*
SIZE: *M (5½' tall)*
PSIONIC ABILITY: *239*
Attack/Defense Modes: *All/all*

Titivilus is infamous for his ability to twist words, to use words to confuse, to confuse those using words. Fittingly, he is the nuncio for Dispater. He is not large nor particularly strong, but he is most clever. It is said that Titivilus possesses a silver *sword of wounding.* In any event, he typically uses his other powers.

At will, one per round, as applicable, Titivilus can use the following spell-like powers: *animate dead, bestow curse, charm person or mammal, chaos, emotion, feeblemind* (once per day), *forget, fumble, hypnotism, illusion, illusionary script, know alignment, message, misdirection, non-detection, polymorph self, protection from good, suggestion, teleport, tongues, ventriloquism.* Once per day Titivilus can use a *symbol of discord* or one of sleep (19 levels or hit dice or 99 hit points affected — save indicates only nodding and dozing with a 1 in 20 chance per round of awakening fully). He causes *fear* by touch only. He can *summon* 1-4 erinyes (50% chance of success). He regenerates 1 point of damage per round.

Description: Titivilus appears very similar to a satyr, but he is actually more human-looking, save for his bat-like wings. His complexion is pale, but his face slightly ruddy.

Hold that person!

The definitive list of *charm* -able humanoids

by E. Gary Gygax

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With the vast array of new monsters found in the FIEND FOLIO® Tome and the Monster Manual II, most players and DMs are left wondering which "humanoid" types are affected by the *charm person* and *hold person* spells. No need for further concern — the expanded list is printed below.

The creature types are keyed to the book in which they are found: (M) for the original Monster Manual, (II) for Monster Manual II, and (F) for the FIEND FOLIO book. Note that the half-elf and half-orc are also included, even though they don't have "monster" descriptions, because they are character races.

Aarakocra (F)
Atomie (II)
Azer (II)
Booka (F)
Brownie (M)
Buckawn (II)
Bullywug (F)
Dark Creeper (F)
Dark Stalker (F)
Derro (II)
Dryad (M)
Duergar (II)
Dwarf(M)
Elf(M)
Firenewt (F)
Flind (F)
Forlarren (F)
Frost Man (F)
Gibberling (F)
Githyanki (F)
Githzerai (F)
Gnoll (M)
Grig (II)
Gnome (M)
Goblin (M)
Grimlock (F)
Halfling (M)
Half-elf
Half-orc
Hobgoblin (M)
Jermlaine (F)
Kenku (F)
Killmoulis (F)
Kobold (M)
Korred (II)
Lizard King (F)
Lizard Man (M)
Meazel (F)
Men (M)
Mite (F)
Mongrelman (II)
Nereid (II)
Nixie (M)
Norker (F)
Ogrillon (F)
Orc (M)
Pech (II)
Pixie (M)
Quaggoth (F)
Quickling (II)
Qullan (F)
Shade (II)
Sirine (II)
Snyad (F)
Spriggan, size S (II)
Sprite (M)
Svirfneblin (F)
Swanmay (II)
Taer (II)
Tasloi (II)
Troglodyte (M)
Xvart (F)

If you, as a player, are grateful to have this expanded list, your gratitude is certainly appreciated — but keep in mind that it is a mixed blessing. Players must attempt to remember the list of creatures affected by *charm person* and *hold person,* for when it comes time to cast a spell, the DM must never allow them to consult their reference works — except for the Players Handbook. On the other hand, the DM can use any reference source at his disposal (including articles like this one) to check for desired information.

AND NOW, THE NEWS!

Conventions are always helpful, for they keep one in touch with the whole of what is going on. The GEN CON® XVII Convention being the biggest such gathering ever, I had the opportunity to learn much. Several articles have been written because of discussions and requests made there, and I am answering the most commonly asked questions in these pages over the span of the next few issues.

On the entertainment front, the DUNGEONS & DRAGONS® cartoon show was renewed by CBS for the 1984-85 season, and it should appear in a new time slot. No fewer than eight new shows will be aired, and we are still working toward another five to make 13 new shows, a total of 26 for the two-year period. There is also considerable interest in other animated shows, live televsion features, and who knows what else. However, although there is a polished motion picture script (by James Goldman) and a treatment (by Gygax and Dille), no studio has yet optioned either. If that happens, you will know about it by reading this column!

With regard to games, Frank Mentzer is now nearing completion of part four of the D&D® game system (the Masters set), and he will thereafter go on to finish the fifth and final portion of the game proper (the Immortals). To keep himself amused during odd moments and fill his spare time during the undertaking, Frank also has the 300 or so pages of the manuscript for module T2 *(Temple of Elemental Evil)* — a bequeathal of guess who. The upshot of that is this: The expansion, reorganization, and revision of the AD&D® game system will not begin for about one year. Furthermore, the actual task might take over two years to complete, although early material will be released as it becomes ready. My first suggestion will be to combine all works containing monsters into two volumes, arranged alphabetically, breaking at K or L. All new monsters not included in the three extant works would be brought into the new cyclopedia. More illustrations would be done, old ones redone in some cases, and errors corrected. As of now, Frank Mentzer and I are the only ones slated for design work on the project, but I am hopeful that we can add writers such as Francois Marcela-Froideval and Roger Moore when work begins.

This does not mean that a second volume of Players Handbook is not underway. In fact, Francois is currently organizing the material it is to contain. He and I have collaborated on such material, and he is now compiling what we devised for including Oriental characters in the game. The text will be written in French, translated into English at TSR, and then given a final polish. Perhaps it will be ready by the fall of 1985.

There have been quite a number of you who have contacted TSR or me personally of late to mention something odd. The general theme of these reports has been an inability to find the TSR® product line in the shops where you customarily purchase such things. There is too much smoke for there not to be a fire! Now, admittedly, TSR sold out of the D&D® Companion set and the INDIANA JONES™ and MARVEL SUPER HEROES™ games almost before they hit the shelves. These products will be back soon — undoubtedly by the time you are reading this. However, the complaints of shortages are concerned with modules, hardbound books, and so on.

Here's what to do if you are experiencing the same problem: Go to the manager of the store where you normally purchase products, and tell him that you are disappointed that no (whatever the product is) is available from that place. Then tell him that unless they rectify this soon, you will have to go to some other outlet for your gaming needs. That should wake up the manager and get the proper merchandise into place once again. On TSR's end, we are jumping all over our sales reps and customers to make certain that this sort of problem not only stops but doesn't again occur.

That's it for now!

The goristro revealed

Big, dumb demon brought out of hiding

by E. Gary Gygax

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How could a demon as huge as a goristro be missing? How the entire race of the brutes?! That seemed to be the case, for Monster Manual II mentioned these dreaded dwellers on the Abyssal Planes, but nowhere within the book could any other information be found about them.

Time to put on the double-billed detective's cap and find the culprit. After yours truly summoned Dr. Mentzer to assist, we began a full-scale investigation. Nothing on the computer, nothing amidst the pencil draft, nothing anywhere. The clever swine must have used a powerful dweomer to avoid detection — but to no avail, good readers! The typewriter is mightier than any demon, let alone a clan as stupid as the goristroi. Here, then, are the vital statistics which will enable you to include these foul fiends in your AD&D® game campaign.

DEMON

Goristro (Major Demon)

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *15"*
HIT DICE: *20 (+6/die)*
% IN LAIR: *20%*
TREASURE TYPE: *B, C*
NO. OF ATTACKS: *2 & 1*
DAMAGE/ATTACK: *12-30/12-30 & 5-40*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *L (21'-24' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *X / 16,200 + 35/hp*

These huge demons are collectively known as goristroi. One can be found on nearly any plane of the Abyss, for they are adaptable and much desired by the rulers of the place to serve as engines of destruction. Demon lords and princes are able to command the goristroi and have them serving as guardians, enforcers, and so on. The hulking goristroi are too stupid and bestial to do more than carry out their orders.

The attack mode of these monsters consists of two clubbing smashes with their long and very powerful arms. Each is equal to a *crushing blow,* so material struck must be saved for. In addition, a stamping attack can be made against any opponent of 6' or less height which is within 10' of these brutes. They hurl boulders as do cloud giants (1"-24" range for 2-24 points of damage). Goristroi also have the following spell-like powers which they can employ one at a time, one per round, at will: *detect illusion, detect invisibility, fear* (as a wand, by gaze), *gloom 60' r.* (equals one-half *darkness* condition), *levitation, spider climb,* and *teleport without error* (once per day only).

Even the lowliest of goristroi can be harmed only by +1 or better magic weapons. All of them are immune to cold, fire, poison, and poison gas. They regenerate at the rate of 1 hit point per turn. They have both *infravision* and *ultravision.*

As noted in the list of statistics given above, goristroi receive 6 hit points per hit die in addition to whatever is rolled, giving each hit die a range of from 7-14 instead of the usual 1-8. Goristroi with 140-160 hit points are 21' tall and can only be hit by magic weapons of +1 or better. Those with 161-200 hit points are 22' tall, and also are hit only by +1 weapons. If hit points fall in the range of 201-240, the beast is 23' tall and is hit only by +2 weapons or better. The largest goristroi have 241-280 hit points, are 24' tall, and are hit only by +3 weapons or better.

Goristroi can do siege damage to constructions and large objects in the same way that giants and golems can. Damage figures given below are per round of attack, with no other activity allowed to the goristro in that round.

Points of Damage Against				
Wood	*Earth*	*Soft Stone*	*Hard Rock*	*Bronze*
4	1	3	2	1

As can be seen from the foregoing, the goristroi are major amongst their ilk because of their ability to absorb damage and to mete it out. They are stupid and otherwise limited in power, being unable even to *gate* in other demons. The vast majority (90%) of goristroi encountered will be in the service of some Abyssal ruler, blindly carrying out the duties assigned to them with complete fanaticism. There is never a question of retreat or morale when dealing with these brutes. They will always continue to follow their given commands until completion or death occurs.

Some symbol of servitude will be worn by goristroi ruled by a lord or prince, whether it be a collar, arm or wrist band, implanted symbol, or whatever. Such devices typically have the power to convey telepathic commands to the wearer as well as serve as tracking devices should the masters wish to know the whereabouts of their servants. Without direct command or supervision, goristroi tend to wander off on destructive rampages of their own direction and desire.

Goristroi are vaguely reminiscent of giant bears, although their shoulders are broader, their visages appearing to be a nightmarish cross between bison and human, and their hands and feet disproportionately large, splayed, and humanlike.

MORE MISSING TEXT

It seems that every time I open Monster Manual II, I find something else which was omitted from the material I submitted. While some errors are bound to creep in, I am beginning to suspect that I am being faced with a printer's devil. Okay, so my puns are worse than usual. The upshot is, no descrpition of the appearance of a movanic deva was included. Here is the portion dropped from my typed manuscript copy:

> "Movanic devas have skin of pale rose color. Their hair is of coppery red and their eyes of metallic coppery hue. Their wings are rosy white. They otherwise resemble humans of the most superior sort."

If any of you find portions of descriptions missing, do let me know. Meanwhile, I am looking for errors and omissions which originated from my own carelessness. ♏

Clerics live by other rules

Giving and taking away can be okay

by E. Gary Gygax

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It is written that all clerics have available to them all of the spells listed, and druids likewise have the same benefit with respect to theirs. Are these words graven on stone? Yes and no.

The rules state that the entire array is at the beck and call of the cleric/druid player character in order to make it abundantly clear to all that these character types do not need to have spell books which contain the "known" spells. Clerics and druids are granted their spells from pursuit of their calling and by the deity (or its servants) to whom they adhere. With fundamentals taken care of, we can now get down to the "no" part of the "yes and no" answer to the query "Are the rules graven on stone?"

The experienced Dungeon Master will certainly freely admit that he or she takes any and all liberties with the rules which are useful in making the campaign more interesting, challenging, exciting, imaginative, thought-provoking, or simply more coherent with respect to its overall scheme. Those Learned Readers familiar with my Greyhawk campaign will have noted that most of the clerics of the deities of that "world" (Oerth, of course!) gain various special spells or abilities from their calling. In fact, certain powers, spells, and abilities were purposely omitted from the rules manuscript because my campaign is still alive, and the "secrets" of the most cryptic sects are not "general" knowledge. With that example in mind, consider this:

If material can be added to the repertoire of the cleric (and, by default, its druidic sub-class), then why should it be forbidden to remove things from it? Within reason, there is no such prohibition — but permission is not explicitly granted, for to allow carte blanche to the inexperienced or careless is giving license to put the campaign into the proverbial toilet and pull the plunger. If there is clear justification which can be logically explained, then there is, in fact, every reason to disallow spells, materials, or other powers to clerics. This denial can be permanent or temporary, depending on the reason it exists. A few examples:

— A deity of the sun dislikes spells that cause darkness.

— A deity of cold dislikes spells that are related to flame and heat.

— A druidic cult that shuns insects.

— An order of clerics that requires new members to prove their merit before being further initiated into the mysteries of that faith.

The list could go on. The point is clear. There are many ways to justify withholding of spells and/or powers. There are similar reasons to eventually grant them, or new ones. The important points to remember are these: 1) Do it for a reason. 2) Retain balance. 3) Make it logical. 4) Be reasonable. 5) Explain it to campaign participants, revealing information according to the schedule you have established — not necessarily when they demand it, i.e., don't let participants throw the Book in your face! Follow through this explication:

A secluded sect of the followers of the deity Ehlonna of the Forests erred grievously at some time in the past. Its clerical and druidic members misled the people, caused them to do evil things, and used fire to harm life and the beloved woodlands as well. Most of the wrongdoers were slain, but some survived and were repentant. Mercifully, Ehlonna forgave them, but each and every one of these formerly unfaithful, as well as those who came after them, would be prohibited from ever again using spells (or magic items) that cause destructive fire or things associated with it.

Furthermore, clerics are permitted only staves as weapons; druids are allowed only staves and slings, and no druid is allowed to use his *shapechange* ability to assume the form of a carnivorous beast.

There is now a small Shrine of Ehlonna, as well as a Sacred Grove nearby. Here the descendants of the transgressors reside, shepherding the neighboring farmers and woodsfolk, human and demi-human alike. However, all those trained here are not permitted the following spells: cause (any sort of) *wounds*, *curse*, protection *from good* (any), *putrefy food & drink*, *cause blindness*, *cause disease*, *bestow curse*, *poison*, *dispel good*, *flame strike*, *slay living*, *harm*, *wither*, *energy drain*, *destruction*, *fire trap*, *produce flame*, *produce fire*, *wall of fire*, *conjure fire elemental*, *fire seeds*, *chariot of Sustarre*, *finger of death*, and *fire storm*. As was mentioned before, weapons are limited, and druid members of the group cannot take the form of any carnivore. These prohibitions seriously weaken both orders of followers, and no deity would so jeopardize its followers without some counterbalance.

After faithfully serving and reaching 2nd level, clerics are granted their choice of "knowing" any permitted druid spell of 1st level, and vice versa. This continues through 4th level. At 5th level each gains a druid/cleric spell of 2nd level, and this continues through 7th level. At 8th level the granting of 3rd-level spells commences; at 11th level, 4th-level spells; and at 14th level, 5th-level spells commence and continue through 16th level. Clerics of 9th level are able to assume animal form (a non-carnivorous mammal only) once per day, just as if they were a druid. Druids of above-average wisdom are allowed bonus spells, just as if they were a cleric, i.e., 14 wisdom allows one bonus 1st level spell, 15 wisdom a second 1st level spell, etc.

Beyond this, Ehlonna has created a special order for clerics who have been totally true to their alignment in general and to her in particular. At 3rd level, such clerics are specially granted the longsword as a usable weapon, and at 5th level they are granted the longbow. Any deviation from alignment or service causes these weapons to be permanently revoked. The animal form permitted to such special clerics includes creatures of greater mass than normally possible for a druid, including (but not limited to) buffalo, stag, and Irish deer.

A similar special order of druids also exists. These druids must remain neutral in alignment, but must always discourage that which promotes bane and encourage that which promotes weal. Faithful 3rd-level druids of this order are granted permission to wear elfin chainmail (bestowed by Ehlonna's agents in ceremonial proceedings) and to wield both hand axes and battle axes. At 5th level the use of both light and heavy crossbows is bestowed. The weight limit of creature form assumed is also far greater than that for normal druids, it being 200 pounds per level of experience. Thus, one of these special druids of 10th level could become a creature of up to one ton in weight. Furthermore, although carnivorous form cannot be assumed, omnivorous form

— a wild boar, for example — is allowed.

Taking this a step further, assume that the campaign will promote participants to begin play in this area, and the DM will encourage clerics and druids. Building upon the "history" of transgression and redemption, the DM will have a special set of circumstances and a mission for all those who serve. If, after long and arduous struggle, her faithful triumph, Ehlonna might well remove the strictures (and their offsetting benefits) upon the clerics and druids. The sin forgiven, the enemy defeated and the need for special orders gone, all returns to the natural way of things (as per the PH, DMG, etc.).

Now when you hear someone, DM or player, mentioning something about "unknown" cleric spells or similar difficulties, don't panic. It could well be a cleverly planned campaign where difference and the unexpected are desirable — and who can fault that?! Perhaps you might wish to try it in your own campaign, too. A cautionary word is necessary, however, for there is a problem with such variations. Unless the full and complete details of the differences are known to other DMs, they might well not wish to have clerics or druids of such nature participating in their games. This is their right, and skepticism on their part is justified. Players of these clerics and druids must be forewarned that such characters might be "one-campaign-only" adventurers who are not welcome elsewhere.

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Life beyond 15th level

New rules for druids with nowhere to go

by E. Gary Gygax

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So your Grand Druid is sitting around with nothing to do except wonder if the "gods" will eventually deign to pronounce the creation of the Great Grand Druid, the Grand Great Grand Druid, and the Super-Dooper Grandest Druidofthemall. Wrong!

Hold on! Don't turn away in despair (or disgust). Hope must spring eternal, and all of you with druid PCs are not abandoned! There is life beyond 15th level, although it might not be the sort which power-hungry theocrats desire. Attend me, if you please.

To expand the general base from which druids work, broaden the ranks of druids by including their female counterparts on all levels. That is, there are 1st through 15th level *druidesses* who serve the needs of the female portion of the world, as the druids serve the male. Druid and druidess work hand-in-hand. There is no competition inherent in their roles — although that which might develop between personalities is possible, of course. Each half of the Order will have its own places — Sacred Groves, shrines, communities, etc. They will meet periodically in performance of rites and otherwise on social occasions. That being background, let us move along to what lies beyond the veil of 15th level.

For those Uninitiated Readers not familiar with the expansion of the class to 15 levels, refer to the short passage in the upper left corner of the facing page. In brief, the 15th level is the Grand Druid, with 15 hit dice, 6 spells of each level, and a bonus of 6 spell levels to use as one or more additional spells. It requires 3,000,001 or more experience points to become the Grand Druid (or Grand Druidess). The Grand Druid is the ultimate overseer of druidical activity. Undoubtedly, such a position is demanding, thankless, and typically unexciting for all except politicians. A few hundred thousand experience points worth of such activity, and any adventurer worthy of the appellation should be ready for something else.

Those willing to relinquish their lofty station may do so after attaining only 500,000 additional experience points. Thus, any time after amassing at least 3,500,001 experience points, a Grand Druid or Grand Druidess can seek a successor. If such is found, the individual may then abdicate his or her position and enter the practice of the Final Mysteries.

Druidic Final Mysteries

Upon stepping down as the chief theocrat, the character must relinquish the 6 spell levels of bonus spells and all experience points above the 3,500,001 minimum, and further forfeits the 3,500,000 — effectively going down to 1 experience point and beginning to rise in points again according to the table below. The individual is now known as a *Hierophant Druid* and may rise to as high as 23rd level in this new category.

Experience points	Experience level	Hit dice (15d8+)	Level title
1 — 500,000	16	+1	Hierophant Druid
500,001 — 1,000,000	17	+2	Hierophant Initiate
1,000,001 — 1,500,000	18	+3	Hierophant Adept
1,500,001 — 2,000,000	19	+4	Hierophant Master
2,000,001 — 2,500,000	20	+5	Numinous Hierophant
2,500,001 — 3,000,000	21	+6	Mystic Hierophant
3,000,001 — 3,500,000	22	+7	Arcane Hierophant
3,500,001 and up	23	+8	Hierophant of the Cabal

Spell abilities: For druids of 16th level and above, all spell-casting abilities remain at 15th-level maximums (6 spells of each level, 1st through 7th). No bonus spell levels are awarded, as noted above, but casting level rises according to experience level. Rather than spells, spell-like powers are acquired as detailed below.

16th level — The character gains these powers:

Immunity to all natural poisons (ingested or insinuated animal or vegetable poisons, including "monster" poisons, but not mineral poisons or poison gas).

Extra longevity equal to level as expressed in decades (16th level = 160 additional years).

Vigorous health, equivalent to being in the prime of life.

And, the ability to alter his or her appearance at will. Appearance alteration is accomplished in 1 segment, with height and weight decrease/increase of 50% possible, age from child to aged, and body and facial features of any human or humanoid sort. This alteration is non-magical, so it cannot be detected short of *true seeing* or the like.

17th level — The character gains the ability to actually hibernate, suspend animation (same length as longevity — no aging), enter the Elemental Plane of Earth at will (1 round transference time), and *conjure water elemental* (see "Elemental conjuring spells" hereafter).

18th level — The character gains the ability to enter the Elemental Plane of Fire (as Earth, above) and *conjure air elemental.*

19th level — The character gains the ability to enter the Elemental Plane of Water (as Earth, above) and *conjure magma/smoke paraelemental.*

20th level — The character gains the ability to enter the Elemental Plane of Air (as Earth, above) and *conjure ice/ooze paraelemental.*

21st level — The character gains the ability to enter the Paraelemental Planes.

22nd level — The character gains the ability to enter the Plane of Shadow.

23rd level — The character gains the ability to enter any of the Inner Planes, roam Inner Plane Probability Lines, and dwell on the Plane of Concordant Opposition (all as Earth, above).

Entering a plane — Essentially, the ability to enter also confers the ability to survive there. Consider the environment as natural

THE GRAND DRUID

Editor's note: This article uses for its foundation a short description of the Grand Druid that was published in the "From the Sorceror's Scroll" column in issue #65 of DRAGON® Magazine. That passage is reproduced here, for the benefit of those who do not have access to the earlier issue:

A study of the information pertaining to druids will reveal that there must be something above the Great Druid, for each area or land can have its own druid of this sort. Somewhere there is a Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of druid level may, in fact, journey to seek the Grand Druid and ask to serve him.

The Grand Druid knows 6 spells of each level and is also able to cast up to six spell levels as one or more additional spells. Those who serve him are given three such additional spell levels. Three Archdruids roam the world as messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each has four additional spell levels.

---

to the character. There is no practical time limit for remaining on such a plane.

Elemental conjuring spells

The reader is referred to the description for *conjure fire elemental* on pages 61-62 of the Players Handbook. The results described for this spell are correct. However, the results described for *conjure earth elemental* (page 63) are not. Use the following tables, and adjust the results according to the desire of the conjuring character, using the character's level as a percentage chance of that character's success at actually conjuring a particular type. For example, a Numinous Hierophant (20th level) has a 20% chance of being able to conjure a desired creature type. If the dice roll is 21 or higher, ignore the desired result and determine the creature(s) conjured from the appropriate table. Note that this chance to override the dice roll only applies to druids of 16th level and higher.

Fire: 01-85 = 16 HD fire elemental
86-94 = 2-4 salamanders
95-98 = efreeti
99-00 = 21-24 HD fire elemental

Earth: 01-85 = 16 HD earth elemental
86-94 = 2-4 xorn
95-98 = dao
99-00 = 21-24 HD earth elemental

Water: 01-85 = 16 HD water elemental
86-94 = 7-12 tritons (5th-8th level) on hippocampi
96-98 = marid
99-00 = 21-24 HD water elemental

Air: 01-85 = 16 HD air elemental
86-94 = 2-4 invisible stalkers
95-98 = djinni
99-00 = 21-24 HD air elemental

Paraelemental, any:
01-85 = 16 HD paraelemental
86-95 = Special (see below)
96-00 = 21-24 HD paraelemental
Special: 5-8 lava children, 5-8 winter wolves. 21-24 mudmen, 21-24 vapor rats, or similar creatures, as appropriate to the plane in question.

Individuals conjured (any single-creature result) will have as many extra hit points added to their total as the conjurer has levels, subject to the maximum number of hit points for creatures of that ilk. Regardless of alignment and temperament, all conjured creatures will obediently serve the Hierophant.

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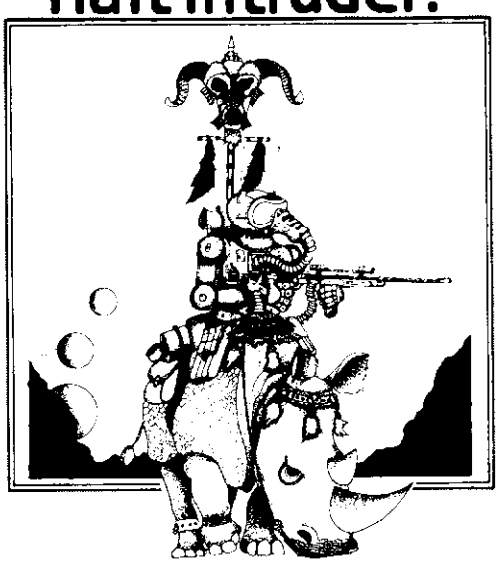

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Official changes for rangers

New rules to clear up tracking and hacking

by Gary Gygax

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For some years now, I have used a system for tracking by rangers which differs markedly from that presented in the AD&D® Players Handbook. The level of the character is considered, and the circumstances of the trail to be followed are likewise important. Since so many Worthy Players have requested that this system be detailed, I herein offer the following as an "official" change for the sub-class of ranger.

Tracking is principally used in outdoor situations, although there are conditions underground ("indoors") which will enable a ranger to track a creature.

Outdoor tracking

The base chance to successfully track outdoors is 10% per level of the ranger, plus an additional 10% — for example, 20% for a 1st-level ranger or 70% for a 6th-level ranger. The base chance can rise as high as 110% (for a ranger of 10th level or higher), but can never exceed that figure. Note that, even in such a case, the adjusted chance can drop below 100% if negative modifiers are taken into account. An adjusted chance of greater than 100% is treated as 100%; that is, the trail can be followed for as long as the current conditions (terrain, number of creatures being tracked, etc.) apply.

Terrain modifiers:

Soft enough to hold impressions (footprints, pawprints, etc.) of creature being tracked . . . . . .+20%
Allows occasional marks or obvious signs of passage (broken twigs, bent grass, etc.). . . . . .+10%
Allows only infrequent signs of passage due to rock, water, wind, other creatures crossing or overtracking, etc. 0%
Prevents all but the minutest traces of passage . . . . . .-50%

Other modifiers:

For each creature beyond the first in group being tracked. . . . . .+02%
For every 12 hours elapsed since the trail was made . . . . . .-05%
For each hour of precipitation that has fallen on the trail between tracker and quarry . . . . . .-25%

If intelligent efforts are made to hide the trail, consider the terrain modifier to be of the next lower category (e.g., down from +20% to +10%). If the terrain modifier was already of the -50% category, then tracking is impossible.

Indoor tracking

Base chance is the same as that for outdoor tracking.

Surface condition modifiers:

Dirt floor, or unused and dusty area . . . . . .+20%
Wooden floor, or area which allows some occasional indication of passage 0%
Stone floor which prevents all but the minutest traces of passage . . . . . .-50%

Other modifiers:

For each creature beyond the first in group being tracked. . . . . .+02%
For passing over an area where other creatures cross or overtrack trail . . . . . .-50%

If intelligent efforts are made to hide the trail, including passing through a secret door, consider the surface condition modifier to be of the next lower category. If the surface condition modifier was already of the -50% category, then tracking is impossible.

Special note: Tracking indoors is impossible if the ranger desiring to do so has never observed some distinguishing feature about the tracks of the creature to be tracked, or if the ranger does not observe the quarry making the trail and then follow the tracks within a reasonable period of time (typically 10-30 minutes) thereafter. In all cases, the DM must use common sense as to whether or not it will be possible to follow a creature by tracking. For instance, creatures which leave obvious trails can almost always be tracked — worms, slimes, jellies, and the like are obvious example of this. Conversely, creatures which do not normally leave any sign of passage are almost always impossible to track — flying creatures, ghosts, wraiths, and spiders come to mind. However, since tracking is a combination of visual, audio, and olfactory abilities, tracking might sometimes be possible by unusual means — the disturbance of things left by a flying creature's passage, the sound of its passage, the trail of odor left, and so forth.

Light condition, outdoors or indoors

All tracking is assumed to be done under conditions of good illumination — daylight or the equivalent (a *continual light* spell, for instance). The movement rate of a ranger while tracking is somewhat slowed even under optimum conditions; in even poorer conditions (of light, or of the quality of the trail, or both), the ranger's movement rate may be reduced drastically.

Movement rate while tracking:

Obvious tracks, good illumination. . . . . 3/4 of normal
Obvious tracks, poor illumination. . . . . 2/3 of normal
Occasional tracks, good illumination. . . . . 2/3 of normal
Occasional tracks, poor illumination. . . . . 1/2 of normal
Faint tracks, good illumination. . . . . 1/2 of normal
Faint tracks, poor illumination. . . . . 1/4 of normal

Definitions:

Obvious = 71% or better chance to track.
Occasional = 31% -70% chance to track.
Faint = 30% or less chance to track.

Poor illumination = anything less than daylight and greater than total darkness. Tracking is not possible in total darkness unless some non-visual evidence is available (as referred to above).

Identification of tracks

Whether tracking outdoors or indoors (underground), a ranger may be able to identify what sort of creature(s) made a trail, what direction the quarry was going in, how many creatures were in the group being tracked, and how fast they were traveling. When the trail is outdoors, the ranger may also be able to determine the approximate time of passage — that is, how much time has elapsed since the tracks were made.

Identification of tracks can only occur if the attempt to track is successful. The chance for successful identification is the same as for tracking, with a second dice roll required to determine success. Identification abilities gained by level are cumulative; i.e., a 4th-level ranger has the abilities of a 3rd-level ranger, in addition to the skills gained at 4th level. For the purpose of this determination "woodland creatures" are those which are able to be encountered in faerie or sylvan settings, as per the encounter tables in the AD&D rules.

Ranger level	*Ability to identify:*
1st	*Common* woodland creatures' tracks and direction of travel
2nd	*Common* woodland creatures' number and pace
3rd	*Common* woodland creatures' time of passage (outdoors only)
4th	As 3rd level with respect to *uncommon* woodland creatures
5th	As 3rd level with respect to *rare* woodland creatures
6th	As 3rd level with respect to *very rare* woodland creatures
7th	As 3rd level with respect to all sorts of creatures (woodland and otherwise) within a 100-mile radius
8th	As 7th level, plus the ability to determine the general size and weight of humans
9th	As 8th level, plus the ability to determine the size and numbers of mounted creatures (for instance, if a horse is carrying more than one rider)
10th	As 9th level with respect to all creatures ever observed, prior to attaining 10th level or subsequently

Humanoid/"giant class" opponents

Following is an expanded list of those humanoid creatures that are considered "giant class," qualifying the ranger for a damage bonus (+1 hit point per level of the ranger) when such a creature is engaged in combat. The roster includes all "giant class" creatures mentioned in the Players Handbook, plus other similar creatures from the FIEND FOLIO® Tome and Monster Manual II.

bugbear	goblin	ogre mage
cyclopskin	grimlock	ogrillon
dune stalker	hobgoblin	orc
ettin	kobold	quaggoth
flind	meazel	tasloi
giant	norker	troll
gibberling	ogre	xvart
gnoll		

The ranger's weapons

Of the ranger's three initial weapons of proficiency, one must be either a bow (any sort) or a light crossbow. However, the ranger cannot have both a bow and a light crossbow as weapons of proficiency until attaining 7th level (at least), when the weapon type not already taken could be counted as the fifth weapon of proficiency. By the time a ranger gains a fourth weapon proficiency at 4th level, the character's list of weapons must include:

either a bow or a light crossbow,
a dagger or a knife,
a spear or an axe, and
a sword (of any type).

The initial weapon selection for the character must be made so as to take these requirements into account.

Have fun tracking and fighting!

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Side: Evil **Level:** 1
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2. Special Weapon: Power-chuks, HTH +3 to hit, +1d6 damage, carries a Power Blast
3. Heightened Defense: –4 to be hit

Other Weaponry:
Katana, HTH +2 to hit, +1d6 damage
6 Shuriken, HTH +3 to hit, +1 damage, with a 13 inch throwing range.

Weight: 130 lbs.
Strength: 16
Endurance: 13
Agility: 13
Intelligence: 12
Charisma: 15
Dam. Mod.: +1
Accuracy: +1
Hit Points: 9
Heal: .9
Car. Cap.: 351
Basic HTH: 1d6
Power: 54
Movement: 42"
Det. Hidden: 10%
Det. Danger: 14%
Invent. Pts.: 1.2
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Demi-humans get a lift

The last word on level limits and abilities

by Gary Gygax

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After long contemplation of the plight of dead-ended demi-human characters, and considerable badgering from players with same, it seemed a good plan to work up some new maximum levels for those demi-humans with super-normal statistics — and in a couple of cases just reward those with high stats across the board. Demi-humans were limited in the first place (in the original rules) because I conceived of a basically human-dominated world. Considering their other abilities, if most demi-humans were put on a par with humans in terms of levels they could attain, then there isn't much question who would be saying "Sir!" to whom. With that in mind, let's move along to the matter at hand.

Single-classed demi-humans

If any player character demi-human operates within a single profession (class), then that character can exceed all stated experience-level maximums by two. For example, a player character dwarf with less than 17 strength who is a fighter (and only a fighter) can attain 9th level in that profession, instead of being forced to stop at 7th level; a half-elf who is a cleric (and only a cleric) can now rise as high as 7th level in that profession. Double-classed or triple-classed demi-humans must still abide by the level limits given in the Players Handbook for each of their classes; such is the price of diversity.

By no stretch of the rules can single-classed characters attain half again, or twice again, the number of levels shown (in the rules). Although some DMs do allow this, such characters are not standard and can't be allowed in general campaign play. (What any given DM chooses to do in his or her campaign is their business, of course, but a standard campaign will find difficulty allowing demi-humans of such high level of experience into general play. For instance, if PCs can double the maximum experience level, then what about all of the other demi-humans with but a single class roaming about the countryside? Surely they too can likewise get double level! What then of their enemies, the humanoids? Beef them up too, you say? Then what about all those poor humans and demi-humans of zero level? A vicious cycle of escalation will begin which won't end before the whole campaign is destroyed!)

The following tables give revised level limits for single-classed demi-human characters with one or more exceptional prime requisite ability scores, depending upon the ability score(s) and sometimes also the sex of the character in question. Players and DMs alike should take note of an important new rule change which is alluded to herein: player characters can be members of certain demi-human sub-races that are not permitted to PCs by the rules in the Players Handbook — namely, the valley elf, grugach, drow, duergar, and svirfneblin. More will be said about this new development in subsequent articles. For now, however, players who choose to have drow, duergar, or svirfneblin characters should heed this general stricture: The alignment of such a player character may be of any sort, but daylight adventuring must be severely curtailed due to the nature of these creatures. Without special eye protection and clothing, these three demi-human types will suffer sight problems and sickness due to exposure to sunlight.

Some of the ability scores listed in these tables are higher than those normally attainable by player characters. Their inclusion in this presentation is not meant to imply that player characters can customarily have such high scores. It may be possible, for instance, for a dwarf to have 21 strength (perchance through the successful employment of several dozen *wish* spells), but such a character would be very rare indeed, and except in the most extraordinary circumstances would be a non-player character.

DWARVES

	Fighter		Assassin	
	Hill	Duergar/ Mountain	Hill	Duergar/ Mountain
Str 18(99)	8	9		
18(00)	9	10		
19	10	11		
20	12	13		
21	15	16		
Str/Int/Dex 18(99)/18/19			11	11
18(00)/or 19/or 19			12	12

HALFLING FIGHTERS

	Hairfeet	Stout	Tallfellow
Str 17	5	6	7
18(50)	6	7	8
18(90)	7	8	9
19	8	9	10

Special note regarding halfling PCs: Allow Hairfeet +2 bonus to dexterity, give Stout characters additional +1 bonus to constitution.

ELVES, DROW

	Cleric		Fighter		Magic-user	
	Male	Female	Male	Female	Male	Female
Wis M12/F18	4	U				
M13/F18	5	U				
M14/F18	6	U				
M15/F18	7	U				
Str M12/F14			7	9		
M13/F15			8	10		
M14/F16			9	11		
M15/F17			10	12		
Int M18/F18					12	5[1]
M19/F19					13	7[1]
M20/F20					15	9[1]
M21/F21					18	11[1]

1: A very few female drow practice magic, but their ability at dweomercraeft seems severely limited due to some quirk of their reasoning process.

ELVES, GRUGACH

		Druid	Fighter
Wis/Cha	18/18	11	
	19/18	12	
	20/18	14	
	21/19	17	
Str	18(75)		9
	18(90)		10
	18(99)		11
	18(00)		12
	19		13

ELVES, ANY

		Assassin
Str/Int/Dex	18(99)/18/19	11
	18(00)/or 19/or 19	12

ELVES, OTHER

	Fighter				Magic-user			
	Gray	High	Valley	Wood	Gray	High	Valley	Wood
Str 18(75)	7	7	7	8				
18(90)	8	8	8	9				
18(99)	9	9	9	10				
18(00)	10	10	10	11				
19	11	11	11	12				
20	11	11	13	14				
Int 18					11	10	11	9
19					12	11	12	10
20					13	12	13	11
21					15	14	15	13
22					18	17	15	13

GNOMES, ANY

		Fighter	Illusionist	Assassin
Str	18(50)	6		
	18(75)	7		
	18(99)	8		
	19	9		
Int	18		7	
	19		8	
	20		10	
	21		13	
Str/Int/Dex	18(50)/18/18			9
	18(75)/or 19/or 19			10

HALF-ORCS

		Cleric	Fighter	Thief
Wis	14	4		
	15	5		
	16	6		
	17	7		
Str	18(99)		10	
	18(00)		11	
	19		12	
	20		14	
	21		17	
Dex	14			8
	15			9
	16			10
	17			11

HALF-ELVES

		Cleric	Fighter	Ranger
Wis	18	5		
	19	6		
	20	8		
	21	11		
Str	18(90)		8	
	18(99)		9	
	18(00)		10	
	19		11	
	20		13	
Str/Int/Wis/Con	18(90)/18/18/18			9
	18(99)/18/18/18			10
	18(00)/18/18/18			11
	18(00)/18/19/18			12
	18(00)/18/18/19			12
	18(00)/18/19/19			14
	19/19/19/19			15

This high and no higher

To put a cap on things, let us get something straight. Any statistics beyond those shown, for levels and ability scores alike, are virtually impossible. Spells and magic, even artifacts and relics, will not increase statistics beyond what is shown, and no further word is necessary. If some deity likes a character so much as to grant a higher statistic, then that deity should also like the character sufficiently to carry him or her off to another plane. (Rules for quasi-deities will, I suppose, now be in demand . . . sigh!)

GOOD NEWS DEPARTMENT

It's time to be rid of a pain in the neck, as I'm sure all of you Worthy Enthusiasts will agree! The new material published within these pages — character classes, information on demi-humans, spells, and so on — should be contained in one handy volume. And that is precisely what will happen this summer, when a new hardbound AD&D game rule volume, entitled *Unearthed Arcana*, will appear in the stores.

What happened was this: I got so tired of trying to keep track of photocopies, notes, magazines, and whatnot, that I suggested to the Kindly Planners at TSR, Inc., that perhaps an interim volume to expand the Dungeon Masters Guide and Players Handbook would be appreciated by everyone who has suffered the same problems. Seeing as how the work on the full-scale expansion and revision of the system won't even begin for at least another year, everyone agreed.

Material to be contained in the new book includes updated and revised versions of virtually all of the articles written by Yours Truly and published in DRAGON® Magazine over the last three years or so — the Cavalier, Barbarian, and Thief-Acrobat classes, the expansions and revisions of the Druid and Ranger classes, new weapons, new spells, and the information on demi-human level maximums in this very issue, to name a few. Also in the work will be a substantial amount of previously unpublished material, including a group of no less than 150 new magic items, and some selected offerings by other Esteemed Authors whose efforts have graced these pages. Watch for more information about the contents and the release date in these pages in the months to come.

FILM SURVEY UPDATE

Some of the Generous Respondents to the survey carried herein (issue #93) about a D&D™ film expressed no small amount of concern about the quality of the proposed motion picture project. To answer these concerns, and to pass along information for all of you, I thought I should explain more.

The Dungeons & Dragons Entertainment Corp. (DDEC) is a subsidiary of TSR, Inc. I am the president of DDEC. Currently, we handle the cartoon show, the *Amazing Stories*™ television project, and various other endeavors as well — some optioned, some merely in varying stages of completion, development, proposal, and so forth. Of course, the idea for a film based on the D&D® and AD&D® game systems is not new. I have worked with it in one way or another since 1979, and I am continuing this effort now.

What the survey aimed at was simply what you Good Readers have expressed. There is tremendous interest in a well-done, game-based feature. What I wish to proceed with is a set of premises for the film, with these works to be written by this Aspiring Writer and one or more other Knowledgeable Authors. This will transpire within a few weeks, and perhaps one of the production houses in California will view the proposal favorably.

I have, naturally, made a point of seeing

the fantasy films released to date. Their errors are manifold and apparent to our team. The generosity you all showed in replying to the survey will assist us in making this point to the studios: Fantasy isn't a losing genre for the motion picture, but bad film-making is bound to result in a poor showing at the box office. Thanks for your assistance, and please continue to wish us luck. Rest assured that you'll learn more as soon as we manage to get this project under way.

LET'S BURY THE HATCHET

After the GEN CON® Convention closed last summer, I was chatting with one of several attendees from Tennessee, and the subject of the Origins convention came up. As it turned out, they, and many others too, stated that they had paid attention to what I had earlier said (in DRAGON® issue #65) about the two competing events — and they stayed away from Origins. Well, now the time has long since come to bury the hatchet.

In 1984, the GEN CON event had more than 6,000 paid attendees and more than 2,000 non-paying "walk-throughs." Note that isn't a figure for all days; the 8,000-plus total is a count of different people. That made the 1984 event the largest convention of its kind ever held, and in 1985 the GEN CON Convention promises to be better still. It is the oldest national gathering of game enthusiasts held annually, and it is actually taking on a bit of an international flavor, too. When, in years past, the backers of Origins arrogantly disregarded a convention founded by gamers for gamers, and high-handedly discounted it, they trampled on the efforts of the "little guys." No matter that the GEN CON event is now run by TSR — for it didn't start out that way. TSR was concerned enough to pick up the banner and run the convention each year at a loss of dollars and a high cost in employee time, because the company cared about gamers.

There is no question that you, the core of game enthusiasts, recognized this. Your support of the GEN CON event over these many years has been terrific. The 1984 convention was the proverbial proof of the pudding. What has been said about the GEN CON convention remains true. It is run as a "thank you" for gamers, and we do our best to assure that the convention offers more at as low a cost as is possible for us to provide. The creators of the dispute between us and Origins have not admitted that their claims were so much hot air, but that would be anticlimactic anyway. *You* gave them the lie by showing that gamers thought the GEN CON convention was the best. Nothing greater can be said in the way of praise; no further claims can have as much validity.

Origins now has a different complexion, too. TSR never sought to do away with that event. In fact, we have always sought to promote more and better conventions throughout North America — and the world, too, for that matter. Our hobby is small, and that is meaningful too. Rather than squabbling and bickering, all gamers, whether they favor role-playing, military simulation, or any other form of adventure gaming should be working together to build and expand the hobby. That way, we assure the continuation of the fine products now available, the creation of still better ones, and the opportunity to meet and enjoy the companionship of fellow enthusiasts in all parts of the country.

I urge you to support and attend all conventions — Origins, the GEN CON event, and all other good events whenever and wherever they are held. Thanks to all of you for your help in making the GEN CON convention the biggest and best. Now, let's all work together to build other events up as well, so that the whole of our hobby can prosper and grow stronger!

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New jobs for demi-humans

Dwarven clerics, elven rangers, and that's not all

By Gary Gygax

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So you think that my extension of levels for demi-humans with exceptional statistics was stingy, do you? Well, Gentle Readers, despite all assumptions to the contrary, I do not dislike characters of non-human stock. In a "world" where humans are the principal population, and rule of most states is by mankind, I believe that the level limits set in the AD&D® game system (as expanded through articles published within these Hallowed Pages, and as eventually redone in new Players Handbook editions) are correct and necessary. Humans would be an inferior species if the limits on demi-humankind were removed. However, let's look at some new, logical concepts for demi-humans which are not destructive to the underlying game concepts.

Demi-human clerics

With expansion of the deities in the WORLD OF GREYHAWK™ Fantasy Setting, and by Roger Moore's articles herein so as to provide for the races of demi-humankind, there is no logical reason to exclude their clerics from play. *[Editor's note: The aforementioned articles comprise the "Point of View" series on demi-humans, which appeared in DRAGON® issues #58 through #62 and were reprinted in the Best of DRAGON Vol. III anthology.]*

The level limits for non-exceptional clerics are one less than the number shown on the table below, i.e. 7th for dwarves, 6th for elves, etc. For clerics with exceptionally high wisdom, the new limits are as follows:

	Level limit by racial stock of cleric				
WIS	**Dwarf**	**Elf**	**Gnome**	**Half-elf**	**Halfling**
15	8	7	7	5	—
16	9	8	8	6	4
17	10	9	9	7	5
18	11	10	10	8	6
19	13	11	12	10	8
20	16	12	14	12	10

Note that these new limits apply to player characters and NPCs alike — that is, the prohibition against PC clerics of dwarven, elven, or gnomish stock is abolished, and halflings are likewise now able to be either PC or NPC clerics, although on a limited basis (minimum wisdom of 16 required).

Demi-human druids

Elves, half-elves, and halflings — being more nature-oriented than the other demi-human races — deserve admission to the druid sub-class. Elves are now unlimited in their ability to rise in levels within the druidical ranks, just as half-elves have always been. Furthermore, halflings can become PC or NPC druids of 5th level or greater — limited to 5th if either wisdom or charisma is below 15, but able to advance as high as 13th level if the ability scores are exceptional:

Halfling ability scores		Highest
WIS	**CHA**	**Druid level**
15	15	6
16	15	7
16	16	8
17	16	9
17	17	10
18	17	11
18	18	12
All scores above 18 — 18		13 (maximum)

Demi-human rangers

Elves are no longer prohibited from entering the ranger sub-class, in keeping with the same reasoning that now opens the druid sub-class to that race. For consistency, half-elven rangers are also given more potential. Level limits for elven and half-elven rangers are now as follows :

Ranger level				
Elf	**Half-elf**	**STR**	**INT**	**WIS**
7	8	18(01)	15	15
8	9	18(01)	16	16
9	10	18(51)	16	16
10	11	18(76)	17	17
11	12	18(76)	18	18
12	14	19	18	18
14	17	20	18	18

As with all other similar tables, ability scores given here represent minimums which must *all* be met for the character to rise to the indicated level. The downward progression for elves follows the same pattern as for half-elven rangers, i.e. elven rangers with less than 17 strength are limited to 5th level, and those with 17 strength can rise no higher than 6th level.

Both elven and half-elven characters can be druid/rangers, or can be triple-classed as druid/ranger/magic-users. All limitations apply, especially that regarding division of experience points equally among classes.

Special note on cavaliers

If your campaign uses the cavalier class (described in DRAGON issue #72), it is important to include the paladin as a sub-class of cavalier, not as a direct sub-class of fighter. (More information on this reorganization is forthcoming in the *Unearthed Arcana* volume, about which more was said in last month's column.) Furthermore, both elves and half-elves may be cavaliers, with level limits the same as for members of the regular fighter class.

Paladin and monk dual-classing

While it is not possible to renounce further progress as a paladin or a monk in order to pursue another profession, the opposite is not necessarily true. From a non-conflicting profession, a human PC can move to that of paladin or monk. For example, a lawful good cleric with sufficiently high ability scores might decide to become a paladin. Similarly, a thief of lawful alignment might determine that the monk profession is now a desired occupation. In both examples, no change in alignment occurs, and the activities of the new class do

not conflict with those of the previous class. It is not possible to take the opposite route, since the mental determination required for initial membership in the paladin or monk class disallows any lessening or redirection of those disciplines. If a character begins his adventuring career as a paladin, then a paladin he will remain (unless his paladin status is removed for some reason related to magic, behavior, or alignment change); and so it is also for a monk. Apply this same line of reasoning to any other dual-class question, and you won't be far off the mark.

Humble pie department

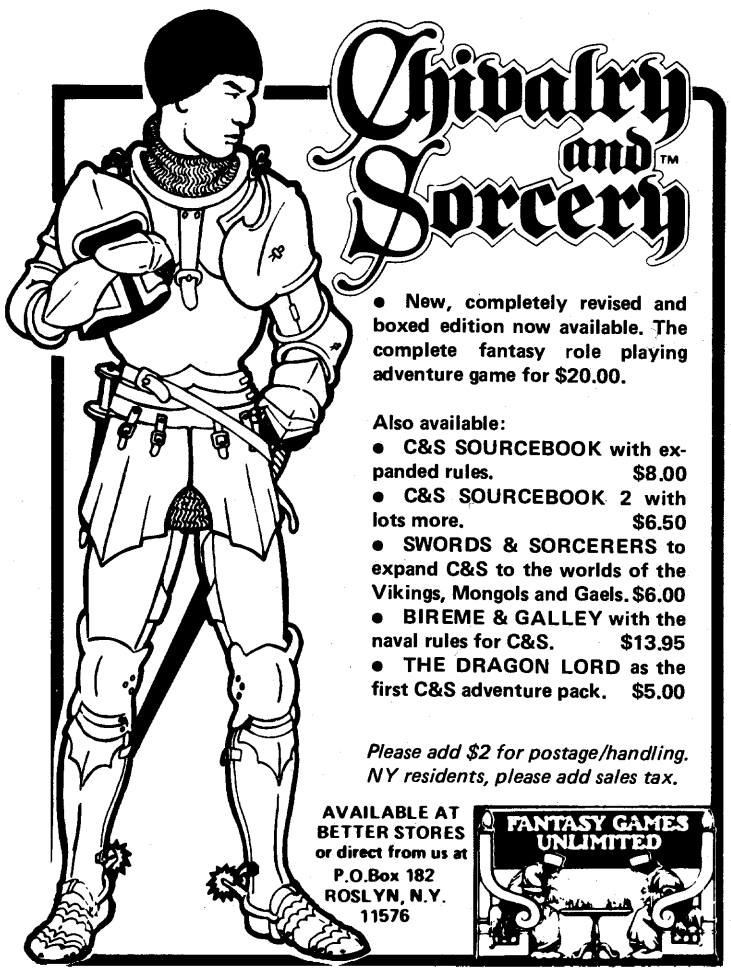
This particular dish can be accompanied by homily grits, but that isn't the case here! On to my ample serving. . . . I must use more care when expressing concerns. This I have uttered to myself several times after reading a letter from Susan M. Garrett. That Kindly Reader pointed out that harsh words are usually ineffective tools — particularly when seeking a result that requires cooperation and understanding. An earlier issue of this Invaluable Journal (#90) contained a suggestion from me that Enthusiastic Gamers be firm in demanding materials not carried by their favorite retailer. Obviously, you wouldn't be in a store asking for a product if you didn't prefer to shop there. Just as evident is the fact that if you avidly seek the products, and your favorite retailer does not carry those goods, then only two courses remain open: One, the retailer must carry these items, or, two, you must go elsewhere to buy them. Option two is undesirable because it takes you away from your choice of supplier, and it loses that store your patronage.

Thus, simply informing the retailer of your desires, and politely requesting that they be carried so that you may purchase them there, rather than (perish the loathsome thought) elsewhere, is indeed sufficient inducement to any wise proprietor. Susan, bless her, is employed at a Waldenbooks store, and has done her best to see that RPG products are carried by that shop. In her letter she calls me on the carpet for singularly poor phraseology. I am duly corrected and contrite. Words such as "demand" and "take your business elsewhere" should not be used in this case — if ever! Thank you, Susan, for your good offices in behalf of role-playing and for caring enough to write and correct me.

A very important point which was brought up in Susan's letter pertained to pilfering, unfortunately the actual sort rather than the imaginary profession of many Worthy Gamers. It seems that unthinking persons of totally unscrupulous sort are making off with portions of modules. Breaking the plastic wrap around such products, they take what they like, leaving an unsalable remainder behind. Such evil activity jeopardizes the continued availability of these goods, for losses of this sort are annoying, give our hobby a bad name, and reduce the viability of the store. Each retailer has many financial obligations, including employees to pay, rent, utility bills, taxes, and so on. The small margin of profit from each sale is necessary indeed — without these receipts, there can be no store. Do mention this problem to your fellow enthusiasts. These real-life thieves should be excluded from campaigns, so to speak.

A good "game" book

If you haven't read *The Black Company* by Glen Cook (Tor Books, Tom Doherty Associates, Inc., 1984), then you are missing a good book which relates closely to the AD&D® game. I can't swear that the author plays FRP games, let alone any of TSR's offerings, but somehow he has captured the essence of them, regardless. *The Black Company* reads as if it were a literary adaptation of actual adventuring, as it were, in a swords & sorcery milieu akin to that of a proper AD&D game campaign. The style of writing is neither heroic nor swashbuckling. There is none of Robert E. Howard in the book. It is a dark work. Nevertheless, it is one fine bit of fantasy authorship. I recommend it to all role-playing game enthusiasts for many reasons, not the least of which is that it will assist in proper fantasy role-playing. For $2.95 this book will provide both reading enjoyment and much support for your RPG activity. It is one you shouldn't miss. ♈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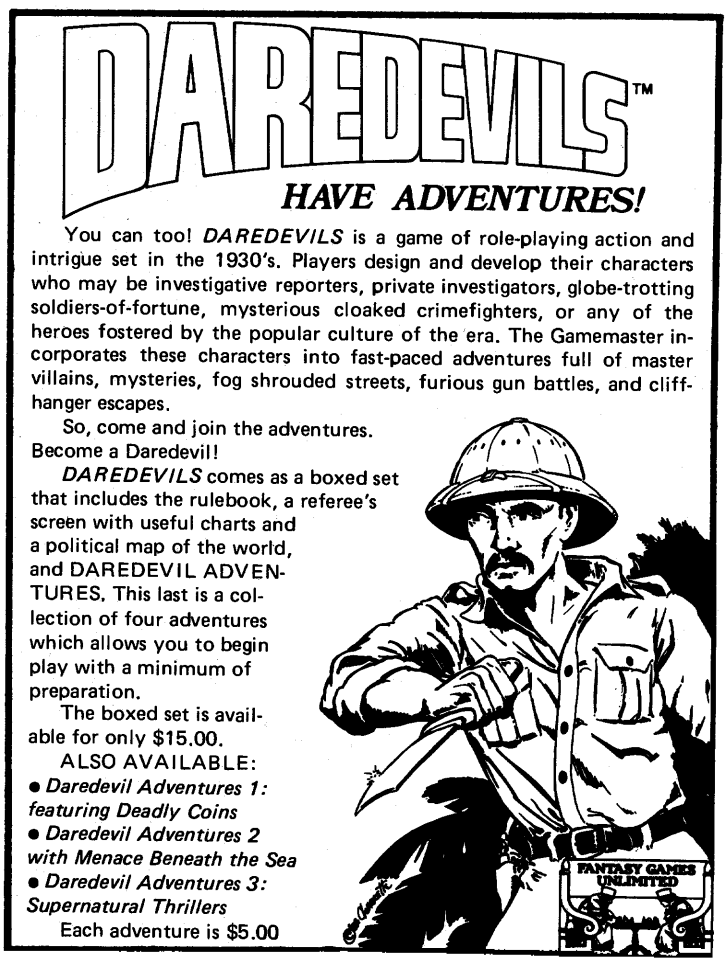
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Deities and their faithful

How gods and worshipers fit into the AD&D® game

By Gary Gygax

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The ADVANCED DUNGEONS & DRAGONS® game is a role-playing game. This must be stressed, for too often the play of the game tends toward combat and questing. To allow this sort of activity to predominate is to lose sight of the greatest pleasures of the ongoing game — character interaction, meetings with intelligent monsters, and dealing with deities. When one considers it, this role-playing purpose is why deities are included in the game system to begin with. Of course, deities are part and parcel of the heroic epics written by Homer and those who followed him, well as the myth and legends and fairy tales which have come down to us — although in some of the latter works, other sorts of ultra-powerful beings take the place of Zeus *et al.* A major element of any campaign is the deities and their demands, machinations, rivalries, and confrontations. Let us, then, consider their power base before we deal with those who serve them in the campaign play. Understanding what motivates these greater beings will certainly assist in development of proper role-playing of any type of character.

Various and sundry statistics are given for deities, but let us make a basic assumption. Their power comes from those who believe in them; without followers, any deity is consigned to operations on some other plane of existence, without the means to touch upon the Prime Material. Such deities have no immediate interest to us, since they do not fall within the current scope of the game. Thus, we are interested only in deities with followers dwelling on the Prime Material Plane of the campaign. These faithful give the various deities power. Of course, this idea is not new. It has been put forth often by others, whether seriously or as a device of literature. It serves as an excellent game device as well.

So. . . each deity draws strength and power from those mortals who believe. The power gained is determined thus:

1,000 believers = 1 hit point

1,000 of same alignment = 1 power point

Hit points apply only on the plane on which the believers dwell. All faithful on all planes then combine to determine the strength of the deity on the "home" plane inhabited. For example, a neutral good deity will be weak on planes where evil rules, for there will be few, if any, followers of that deity in such a place.

Power points are the stuff from which all deities of the same alignment draw to use their spell-like powers, issue and enforce commands, and perform other abilities they may have.

If a normal believer is worth $^{1}/_{1000}$ hit point or power point, then those faithful with 2 levels or hit dice are worth twice as much, those with 3 levels or hit dice three times as much, and so on. All clerical types are similarly worth twice what non-clerical types are worth, for they are stronger in faith. Paladins must fall within the general class of clerics, as do shamans and witch doctors. So, for instance, a bugbear follower is worth $^{3}/_{1000}$ point, a fire giant $^{11}/_{1000}$, a 10th-level fighter $^{10}/_{1000}$, and a 15th-level druid $^{30}/_{1000}$ point. With further respect to clerical types, not only are they worth more in hit point and power point value, but they also actively extend the faith, so they are also nearer and dearer to their deities than other believers of other callings. (Special orders might be exceptions, such as the Thugs, the Knights of Malta, etc.)

After the total of available power points is thus determined, the deities of a given alignment must gather in convocation to decide amongst themselves how power will be divided — some faithful might be weak, some might serve more than one deity, and so on. Although the affairs of such lofty beings are not the business of this article, it can be safely stated that division is fair and along the lines of total follower strength. (After all, until all other alignments are done away with, so that only those with a "proper" mind-set remain, the deities of that alignment have common cause against all those of different alignments.)

Considering the foregoing, it must now be clear to all why maintenance of alignment is important. To change alignment is to take away from not only the character's deity but all deities of that ilk! That is grim indeed. Much of role-playing is tied up in understanding the character and the role to be played. This information regarding alignment with respect to power points provides DM and player alike with more material upon which to base their role-playing. In like vein, faithful service to a chosen deity can be better understood and role-played. A wavering in alignment disturbs all deities of that alignment and alerts the particular deity that something is amiss. To break alignment values might well incur the wrath of not only the character's deity, but all allied ones too. In all cases the penalties indicated in the Dungeon Masters Guide will be applied-for actual breaking of alignment. For wavering, more subtle sanctions can be invoked, although if a cleric-type is involved, the sanctions should not be subtle at all! Refusal to grant spells, visitations, and so forth are clearly in order in such cases.

If there are penalties for breaking faith and alignment, then there must also be rewards for the opposite sort of behavior — strict adherence to, and strong advocacy of, one's alignment. Granting a bit more "luck" to such a character is possible — perhaps an extra pip on a hit die roll which is low, or the ability to deliver extra damage when fighting a creature inimical to one's alignment and deity. Characters who are true to alignment, who follow the aims of their deity, and who work for and tithe to "the faith" should certainly fall into the general category of "favored." It should be stressed that "favor" in this case does NOT mean "divine intervention" a la the Greek gods of Homer's *Iliad* — unless the entire campaign has deities popping up here and there on a continual basis to meddle with and muddle up the affairs of humankind.

To give you additional food for thought, here are a few rewards and penalties for adherence to or deviation from alignment. Use them as foundations.

Minor rewards: 1 extra hit point, maximum weapon damage on one particular attack, making an unsuccessful blow into a successful one (one miss becomes a hit), avoiding a surprise situation, escaping an encounter, avoiding a trap, gaining minimal additional treasure.

Major rewards: 1 extra hit point on each hit die possessed at the time of gaining favor, escaping a certain death situation, raising a characteristic by 1 point (going above 18 is highly discouraged), granting

(Turn to page 85)

Deities

(From page 9)

5% magic resistance, granting a + 1 on saving throws, directing the individual to some special magic item which can be won as treasure in return for overcoming some monster of opposing alignment.

Minor penalties: 1 hit point deducted from a hit die, minimum damage on one particular attack, a successful attack turned into a miss, being surprised when the character would not otherwise have been, having minor monsters continually harassing the character, getting minimal treasure instead of a reasonable amount, losing some minor magic item.

Major penalties: losing 1 hit point from each hit die, losing 1 point from a characteristic, making saving throws at -1, losing a major magic item, having a great monster dogging the character's footsteps, losing the ability to gain any substantial treasure of any sort.

Rewards should be given sparingly for particularly fine role-playing of alignment and "faith." Penalties are invoked for failure to properly role-play, for swerving in alignment, and for not adhering to the imagined "faith." Of course, for actual change in alignment, these penalties *plus* those stated in the DMG can be meted out as the DM sees fit, rather than merely following the DMG. It is fairly easy to keep clerical types on the correct role path, for they must deal with deity-related matters daily. It becomes more difficult when non-clerical characters are concerned, but by explaining the importance of alignment to the players, and by stating that the deities are watching for losses in their power, then mentions of "foreboding," "ill luck," and "disfavor" should suffice to keep role-playing in mind.

As a final note, those monsters with less than 1 whole hit die should be treated as half-value with respect to the points they accrue to deities. Thus, kobolds and goblins, for instance, are worth 1/2000 point. No wonder they are considered as catapult fodder by everyone. . . .

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The future of the game

What the Second Edition books will be like

by Gary Gygax

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With the recent publication of ***Unearthed Arcana*** and now ***Oriental Adventures,*** many of the Astute Readership, as well as those others so benighted as not to subscribe to these Worthy Pages, have many questions to ask about what is coming in the future for the ADVANCED DUNGEONS & DRAGONS® game. Here are the plans I have projected as of this writing. While certain things might change over the course of time, the overall projection should be reasonably accurate.

A ***Second Edition*** is a major undertaking. There are corrections to be made, parts to be meshed, material to be deleted or shifted, and new rules and information to be included in such a work. The first question, then, is when does this undertaking begin? We anticipate starting the preliminary work in mid-1986. The scope of the project is such that it will certainly require two to three years to complete. When it is finished, we will have fewer, but thicker, tomes for your amusement and edification. It is important to add that this task does not preclude later supplements, changes, and yet new editions (a ***Third,*** perhaps a ***Fourth*** someday). The AD&D game system is vital. It grows, changes, and develops with continuing play and fresh ideas. One day it might attain the point where the rules can be graven in stone, but I don't see that likelihood for some time.

First subject for the Learned Editors will certainly be the ***Monster Manuals*** (I and II) and the FIEND FOLIO® Tome. The three books will be edited for errors and omissions, re-illustrated in part, color plates added (also useful as painting guides), and certain entries deleted. Thereafter, all worthwhile new monsters found in modules, DRAGON® Magazine, etc., will be inserted. An index will be compiled. Frank Mentzer is desirous of restructuring the order in which information is given. I am desirous of presenting creatures by region (or plane, subterranean, and similar categorical means) so as to make the work serve as a reasonable random encounter reference as well. It is hoped that we will have all of this accomplished in 1986, but do not hold me to that as a sworn statement or promise.

Next? The ***Players Handbook*** and portions of ***Unearthed Arcana*** and ***Oriental Adventures,*** in all probability. The information needed to be a player of the game should be contained between the covers of one book. We will do so! Monks as a PC type will certainly be moved to an oriental-themed campaign section. Assassins will be reduced to ***optional*** status, or used only as NPCs, as your DM decides is best for his or her campaign. Bards will be rewritten to allow a player to start a bard character ***as*** a bard, and the current system will be removed ***in toto.***

Any brand-new classes? Sure. I hope to get the ***mystic*** completed as a second sub-class of cleric, and likewise the ***savant*** to make a second sub-magic-user. Finally, the new bard class will have a sub-class, the ***jester***

There are bound to be a few other additions to the players' book. For instance, I have discovered that I neglected to include a fairly common medieval weapon in both the ***Players Handbook*** and ***Unearthed Arcana*** — Zounds! What slipshod research on my part!

Rest assured that anything major will be previewed in these pages first, unless it is so late a development that we will be unable to do so. I hate to say it, Understanding Readers, but the new sub-classes do fall under that heading. I just don't have enough time to be able to do them as quickly as is desirable. It is most likely that they'll premier in the ***Second Edition.***

Now we have a hefty pair of tomes taken care of, a ***Second Edition Players Handbook*** and a ***Second Edition Monster Manual.*** What's next in line?

Pulling apart ***Unearthed Arcana*** and ***Oriental Adventures*** to make up the new book for players will automatically put the Harried but Diligent Editors onto the track of the ***Second Edition Dungeon Masters Guide.*** Knowing what the new book for players will be likely to contain gives a good insight into what the new DM's book will cover. Of course the new-treatment of the Elemental Planes, printed right here in DRAGON Magazine some time ago, will be there. More planar details will certainly be included as well. Gone will be random encounter materials and monster XP lists.

Psionics . . . a subject I sidestepped in both commentaries on the expanded new editions. Quite frankly, I'd like to remove the concept from a medieval fantasy role-playing game system and put it into a game where it belongs — something modern or futuristic. That is not fixed yet, and it could go either way. The new ***Monster Manual*** will be the key. If there is nothing about psionics therein, then you can count on the whole being removed from the AD&D game system. If you find references to monsters with such ability, then it will remain in the ***Second Edition.***

Now. . . the DEITIES & DEMIGODS™ Cyclopedia, recently retitled ***Legends & Lore*** by others as a sop, or bowing to pressure from those who don't buy our products anyway. (For those Candid Enthusiasts who do not read between my lines, as they say, I do not particularly approve of the retitling of the work!) Anyway, whether it is under one title or the other, the work will be revised, expanded, and generally improved to conform to the new high standards of the other books in the system.

"So, Graybearded Windbag," you say, "What is the point of all this preamble?" Fair enough! I'll not take offense, merely give you the information. Statistics on deities are given only as a minimum guideline for the power of the individual in question when he, she, or it is encountered for whatever reason on the Prime Material Plane. Those individuals who have had the foresight to acquire the WORLD OF GREYHAWK™ Fantasy Game Setting will understand what I am (eventually) getting to.

In the above-referenced work, the various sorts of deities are detailed in a manner that I believe the new edition of L&L, shall we say, should follow.

The players' section of that work (the ***Guide)*** gives information on what clerics and worshipers of each deity should know — color of robes, special interests or requirements, usual location of places of worship and type of ceremony, and so forth. The DM's section (the ***Glossography)*** has the "hard data." Standard and non-standard powers are given, and these are typically far greater than the material in L&L. Additionally, the statistics of these beings are given for DM knowledge only. Deity powers are great, special information is detailed regarding each, and the extra or

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special spells gained by their clerics are also stated.

If the DM considers the power of planetars and solars as stated in ***Monster Manual II,*** there can be no question as to the abilities of those who command them. Statistics must be considered in this light and as a yardstick for deity comparison only. The revised L&L tome must give more information regarding clerics and followers of each deity. A separate DM section should then deal with the minimum powers of each deity, along with a solid list of the standard powers typical for each deity. Spells usable only by such beings should be there too! Of course, the whole is to be expanded by inclusion of new material. An extensive section of non-human deities should be given, so demi-humans and humanoids are represented. That should do nicely.

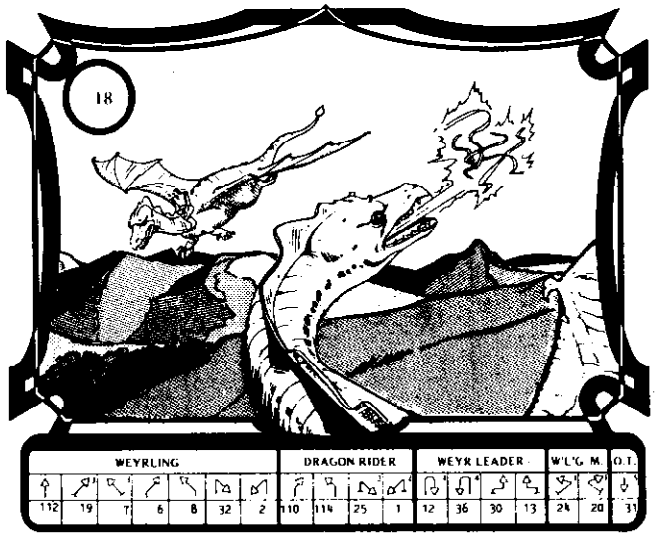
What we have, then, when all of this is completed, is a set of four books once again: ***Players Handbook, Dungeon Masters Guide, Monster Manual,*** and ***Legends & Lore.*** Each is far larger than now, but the needed information is all under the cover of the appropriate tome. While this plan is seemingly fine, I foresee one special difficulty, so I'd better confess it to you now.

We are all what must be known as "hard core" gamers. The four books are quite acceptable, even a benefit, to us. But to an uninitiated person, especially one interested in beginning without benefit of experienced players, it will be a ***big*** drawback. The books will be big, and their prices will be that too, comparatively speaking. Sure, the new edition of ***Monster Manual*** will cost less than all three books of creatures now being sold — but the beginner doesn't buy all three. See the point? Entry to the AD&D game system will be difficult and costly. None of us desire a shrinking, incestuous system. What can be done?

If ***Players Handbook*** is made to contain only general information on generating characters and how to play them, it becomes quite a small work indeed. Perhaps with careful study and preparation, it could be in the 128-page range. Character information of specific nature could then be handled in special works which detailed the four basic sorts, with sub-classes, weapons, armor, spells, and so on. No! Not more books again! Why not? A one-volume edition could be offered for the adepts, while those desiring to learn could enter by picking up but one or two small books. That is being considered, Loyal Enthusiasts, and you got it directly from tie. This sort of system would also enable us to add more information from time to time without going through a major effort — no Umpteenth Edition, no new big bucks to lay out to get the new data!

As usual, your good offices are appreciated. If you have helpful advice, go ahead and fire it off. I do not promise to reply, but the suggestions and comments will be read and considered as we begin this project. ♏

Anne McCaffrey's Dragon Riders of Pern
Come to Life!!



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From the Sorcerer's Scroll

by Gary Gygax

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Many of you have probably wondered why you haven't seen anything from me in these Exalted Pages for a year or so now. In fact, some of you might have noted that my very name has been absent from DRAGON® Magazine. Well, TSR, Inc., has been generous enough to allow me the opportunity to explain what has been going on.

Since October 1985, I have had no active role in the management of TSR, nor made any contribution to that company's creative efforts. At that time, the Board of Directors of the corporation saw fit to remove me as the company's President and Chairman of the Board, although I remained on the board as a Director. There was a dispute over stock ownership and various other matters as well. Finally, in October 1986, I resigned all positions with TSR, Inc., in order to form and direct another publishing enterprise. My association with TSR ended absolutely at that time. Since then, I have devoted all of my energies to New Infinities Productions, Inc. In December 1986, just before the New Year, I settled all disputes with TSR. As of that date, it became a very clear-cut matter. No relationship between TSR and Gary Gygax existed as of that point. What does that mean?

Well, from now on, there is no question of my total disassociation from not only the corporation but from all of the games and other products I created during my relationship with TSR. The shape and direction of the DUNGEONS & DRAGONS® game system, for instance, or that of the AD&D® game system, are now entirely in the hands of others. Similarly, the adventures of Gord will no longer appear under the TSR banner. Stories of Gord will still be published, but under a different title. TSR has been good enough to allow me to continue to write them, and TSR will receive acknowledgment for this grant.

This is also my last foray into this journal as well. It seems strange to say that, since I have contributed to this magazine on a fairly regular basis. Yet, it is true. After this brief column, I'll be absent from the pages of DRAGON Magazine, but you'll run into me elsewhere, so stick around. Most of you Gentle Readers are aware of how hard it is to keep me quiet on any thing that has to do with gaming. In a short time, there will be yet another soap box for me to clamber up on so that I can continue to sound off.

That covers the disassociation pretty well. Now for the association. In October 1986, I finally made up my mind as to what I wanted to do. Until that time, I was torn between remaining an independent creator and associating myself with a new publishing enterprise. Of course, I opted for the latter choice. I guess it's in my blood.

In October, I became the Chairman of the Board of New Infinities Productions, Inc., and head of the company's Creative Committee. Frank Mentzer and Kim Mohan joined New Infinities as Design Executives, and also serve as the other two members of the Creative Committee. Those two are the ones who will really determine the creative direction of the company. All of our work, and the work of other designers and authors, both freelance and otherwise, will be published by New Infinities from now on. In this flow will be new games from me, more Gord books, and articles, too.

Penny Petticord, former editor of the POLYHEDRON™ Newszine, and Pamela O'Neill, former assistant editor of AMAZING® Stories, have also joined New Infinities. In addition to other editorial and creative responsibilities, both of them will be heavily involved in the creation and production of a gaming magazine to be published by New Infinities.

Frank, Kim, and I are working together to produce a broad-based line of materials to be published by New Infinities. Some will be my work, some Franks, others Kim's, and much of it will be co-written by two or three of us.

New Infinities Productions currently consists of only a few people. Forest Baker is our Chief Operating Officer, Gail Carpenter the treasurer, Pamela and Penny are our Senior Editors, Karen Murphy holds. down everything as Office Manager, and Sam Lewis, formerly of Mayfair Games, has recently joined as Director of Administration.

Sadly, this ends my appearances in these pages, but I hope you'll look for me elsewhere. Until then, Prosper and Good. Gaming! Ω